

A historical black and white photograph of a busy street in Arkham. A trolley is traveling down the center of the street, which is lined with various shops and buildings. Pedestrians are walking on the sidewalks, and a horse-drawn carriage is visible in the distance. The street is covered with a network of overhead wires. The text "the Arkham Gazette" is overlaid in a large, stylized font across the top of the image.

the Arkham Gazette

Arkham

Issue 1

**The Arkham Gazette is the creation of Sentinel Hill
Press.**

November, 2013

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For Lynn and for Keith

Call of Cthulhu is Chaosium's role-playing game of wonder and horror. Citations, references, and quotations from *Call of Cthulhu* gaming material is done so in the spirit of collaboration that has marked Lovecraft's work since the very beginning and implies no ownership.

Submission Guidelines

The Arkham Gazette is a publication of Sentinel Hill Press and welcomes submissions. The focus of the Gazette is Lovecraft Country and submissions should have a strong connection to that fictive region. It is recommended that writers be familiar with Lovecraft Country as it has been established in works like *Arkham Unveiled*. While consistency is the hobgoblin of small minds, we like those little 1 HD monsters; submissions that expand and improve Lovecraft Country rather than rewriting or reinventing it are more likely to be published.

Submissions should be sent to ArkhamGazetteMagazine@gmail.com with words "Arkham Gazette Submission" in the subject line.

Payment currently consists of that warm feeling you get from helping others and global exposure, which can be fatal.

Credits

Editor: *Bret Kramer*

Authors:

'*Alealex*' created 'Reports of Delusions of an Invisible Monster'.

L. T. Barker unearthed 'The Mystery of the Missing Manhole Covers'

Dean Engelhardt wrote nearly half of the entries for our 'Annotated List of Arkham Scenarios'.

Ben Wenham distilled his nightmares and shared them in "The Bosworth House".

Maps: *Chris Huth*

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Photographs are from editor's personal collection, the [Library of Congress Image Database](#), or [Wikimedia Commons](#).

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Why yes, I am using **Cristoforo**, an expanded version of the **Columbus** font developed by Thomas Phinney.

See <http://www.thomasphinney.com/> for more information.

*No Zoogs were harmed in the creation of this issue,
though my cats tried their damndest.*

Our cover shows a view of Arkham's West Main Street in the years just before the Great War.

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Introduction

Welcome to the first regular issue of the *Arkham Gazette*, a periodical dedicated to Lovecraft Country. In this issue we turn our attention to “witch-haunted” Arkham itself, home of Miskatonic University and the de facto center of the Lovecraft Country universe.

For your reading pleasure we present an octet of articles uncovering various heretofore unknown corners of Arkham – a guide to lesser known Arkham spots presented in scenarios – the Gladding School, an institution dedicated to the ‘improvement’ of Arkham’s mentally impaired children – a deep delve into the *Thaumaturgical Prodigies in the New-English Canaan* – a brief overview of Arkham’s boundary markers – a scenario seed involving the occult and the Arkham Water Department – a curious journal article presenting a trio of cases of delusion and inexplicable blood loss – “The Bosworth House”, a scenario suggesting that when a house is not a home, it can become something truly terrible – and finally notes on the 60(!) scenarios set in Arkham.

We hope that you enjoy our first regular issue and that you find it of use for your game. Your feedback is most welcome, either via email to arkhamgazettemagazine@gmail.com or by posting to our website at <http://sentinelhillpress.wordpress.com>. We are already at work on issue #2, with our goal of releasing the next issue by Candlemas (aka Groundhog’s Day aka February 2, 2014).

Speaking of our next issue, I would very much like to hear from our readers about the sort of topics they would like to see covered in future issues. I will be posting this question onto our blog and soliciting feedback online in the near future. What do you want the *Arkham Gazette* to cover? Feel free to drop me a line at the email address above or to join the conversation online. There is no *Gazette* without you.

Finally I want to take a moment to thank our contributors to this issue – ‘Alealex’, L.T. Barker, Dean Engelhardt, Chris Huth, and Ben Wenham. Your hard work made my own work far less so. I hope that the shoggoths eat you all last.

Bret Kramer, November 2013

A Note on Numbering

Throughout this issue, when specific locations in Arkham are mentioned, we will also parenthetically note their number as given in *Arkham Unveiled*; thus Orne Library (**620**) and so on. Locations in other towns will be prefixed with an initial – K for Kingsport and so on.

Deep Background –

Greater Arkham Locations

Although Arkham is very thoroughly described in *Arkham Unveiled* over the years scenario authors have added to this roster with their own creations. What follows is a compilation of these places noting their scenario and book of origin along with brief descriptions of the locales; by necessity these descriptions reveal information about their scenarios of origin. For the convenience of future scenario writers we have assigned them Arkham location numbers along the lines of the system presented in *Arkham Unveiled*.

The Aylesbury Hill Graveyard (1016)

Cooper's Road, just off the Aylesbury Pike
(Season of the Witch; *H.P. Lovecraft's Dreamlands* p. 80 by Richard T. Launius)

Established in 1684 when Arkham was still known as Miskatonic Plantation, Aylesbury Hill Graveyard is a mostly forgotten burial ground on the outskirts of Arkham, just south of the Aylesbury Pike near Billington's Woods.

Originally called the Cooper's Hill Burying Ground (then later the West Burying Ground or the Baptist Graveyard), the small cemetery contains the remains of some of Arkham's earliest settlers. After the construction of the first meeting house at what is now the intersection of Church and Garrison streets, the center of what would become Arkham drifted eastward, and the graveyard fell into disuse.

Arkham's Baptists made use of the graveyard before the establishment of Christchurch Cemetery in the late 18th century. In the decades since then occasionally burials are made in the remaining family plots and by a few residing in nearby farms.

The graveyard itself is enclosed by a low fieldstone wall, with a wrought-iron gate permitting entrance off the gravel road leading from the Pike. The

grounds are maintained by the city of Arkham with weekly visits by a grounds-keeper. There are around two-hundred gravestones extant today, mostly slate, with a few small family monuments, two mausoleums, and a receiving vault near the entrance. While upkeep is generally good and the grounds are kept clear of overgrowth, it is a lonely place only rarely visited by families or curious antiquarians.

Aylesbury Hill (called Sackompskit Hill "the hill of dark earth" by the Misqat, then Cooper's Hill after an early settler, then Aylesbury Hill after the establishment of the Pike) was said by the natives to be the place where Hobomock buried a shaman inside a basket of poisonous berries that the shaman attempted to trick him into eating. Like many other places in Arkham, Aylesbury Hill was also alleged to be a gathering place for the town's witches.



Aylesbury Hill Graveyard

The Bass Estate (1017)

18 Jameson Road

(*The Devourer*; *Lurking Fears* p. 116 by Michael Szymanski)

Built by Walter Bass Sr., then owner of the Bass fulling and textile mills in 1868, the Bass Estate is a Greek Revival style mansion build at great expense along the south shore of the Miskatonic River off Jameson Road.

His son, Walter Bass Jr. was an

eccentric who squandered most of his father's fortune on his hobbies, not the least of which was an interest in exploration and exotic animals. He had a private zoo constructed on the grounds between the house and the Miskatonic River. The zoo, including a reptile house, an aviary, a great cats cage, an elephant house, and a substantial aquarium, was dedicated to exhibiting the most rare and dangerous creatures Bass' hired hunters could capture.

In 1897 both the younger Bass and his wife disappeared without a trace. The Bass' children could not agree how to divide the property and it has remained a point of contention in the Bass family until today. In the meantime numerous (bogus) rumors of ghosts have developed among the young of Arkham.

Today the estate stands empty, though not unused. In a seriously dilapidated state (due to the feuding siblings' refusal to care for the house until one of them finally gains sole ownership) the house and zoo have become a frequent stop for Miskatonic University students and others seeking a quiet place for some romance. Unfortunately the condition of the house has deteriorated to the point that the house is likely beyond repair and is in danger of partial collapse.



The Reptile House at the Bass Estate

Considering the condition of the estate and the continuing refusal of any of Bass' heirs (or their heirs, as the feud has entered its third decade), there has been some discussion of the city seizing the property via eminent domain, but this will have to wait until after the pending election. Until that time, the Bass Estate remains an attractive nuisance to the curious.

Folger's Boarding House aka "The Curse House" (140)

119 Jenkin Street

(*"Season of the Witch"*; *H.P. Lovecraft's Dreamland* p. 83 by Richard T. Launius)

An otherwise unremarkable (save for its antiquity) house in the shadow of the Tower Professional building huddles between two fine Georgian Homes on Jenkin Street. Today it serves as a boarding house for students at Miskatonic University and others without the funds to live somewhere in better repair.

Students of Arkham's darker history will note that this house (built in 1689; significantly remodeled since) is not only one of Arkham's oldest houses north of the Miskatonic but was originally the Payne farmhouse. Its earliest resident, Hesper Payne, was executed for witchcraft in 1692. According to some accounts she placed a curse on the house just before she

was hanged, though the nature of the curse and its target varies in the telling. Among certain romantic types, there is a type of occult cachet to living here, available for \$65 per month.

Imperial Theater (723)

348 French Hill Street

("Dark Rivals"; *Dead Reckonings*
p. 37 by J. Todd Kingrea)

Constructed in 1872, the Imperial began its life as a vaudeville theater for inhabitants of French Hill. The theater replaced live performance with films in 1916 but it could not compete with the larger Manley or Amherst; a fire in the projection room helped spurred its closure in 1924. The Arkham coven has been making use of its now dark stage for the past several years for some of their minor rituals. Investigators attempting to discover who owns the property can, with an *Accounting* roll determine that the theater is owned currently by Whipple, Craft, & Collins, a property holding company based in Boston. A further *Library Use* roll reveals that the majority stockholder of that shell company is Arkham native (and witch coven member) Edwin White Perkins III (1007).

The theater was built in imitation of the Rococo style (modeled after Vienna's Schönbrunn Palace). Decades of neglect have done much to dim its former beauty. Birds have turned the exterior into their private rookery and local children have busied themselves in breaking its windows.

The Chamber of Commerce and the Arkham Historical Society have held informal talks about either having the theater restored or demolished, though the coven has so far been able to delay any move so as to protect their ritual site.



Façade of the Imperial Theater

Note: A map of the theater appears on page 39 of "Dead Reckonings".

Split Rock (1007-A)

(A Painted Smile; *Tales of the Miskatonic Valley*
p. 47 by Richard Watts)

Split Rock is a glacial erratic, a boulder carried here many centuries ago by the action of the glaciers. Made of granite, the nearly twenty-foot high stone is a short walk from Meadow Hill Road. The boulder has cracked almost perfectly in the middle, leading the stone its name, and within the crevice grows a gnarled red pine.



Split Rock, with a view to the East

A *Geology* roll can confirm that the boulder is of very hard, fine-pored granite, though curious traces of an unidentifiable silvery substance can be detected around the rock's fissure with a *Spot Hidden* roll.

Most residents of Arkham will have some familiarity with the legends surrounding the rock; these stories can be recalled with a *Know* roll, otherwise a *Library Use* roll can uncover the same stories. The Misqat Indians who originally lived here said that the rock was split by the Sky Spirit who was invited to dine with a group of women who had camped here, the stone cracking under the weight of the sky. Children say that a promise made before the rock cannot be broken, that laying your hand upon the stone cures warts, and that if you circle it seven times it will grant a wish. During the Witch Trials, several of the accused were reported to have been seen dancing around Split Rock, though the more sinister allegations were reserved for the nearby Dark Ravine.

The Wilcox Estate and Museum (1017)

2316 East Washington Street

(“The Trail of Yig”, *Tales of the Miskatonic Valley* p. 102; Eric and Keith Herber)

Located in the Wilcox Manor on the outskirts of Arkham near the Kingsport town line, this private museum of the unusual is dedicated to the collection and display rare, unusual, outré, and bizarre items, much in the manner of ‘curiosity cabinet’. The museum’s owner and sole guide is the aged eccentric Elihu Wilcox, age 83, who lives here with his wife Gloria, age 46; she is the third Mrs. Wilcox, to date.

The house itself was built in 1877 in the neo-Gothic style, with nine bedrooms and other rooms spread over three stories, an attic, and a basement. Wilcox spends his time being shuttled between the house and appointments with doctors while Mrs. Wilcox spends her time shopping in Boston and New York... waiting.

Housed in four converted rooms in the Wilcox Mansion, the museum contains a disorderly collection of artifacts from around the world – mummies, preserved animals freaks, meteorites, weapons, erotica, rare books, and statuary – purchased over five decades. The value (and authenticity) of the collection varies greatly from piece to piece, as his taste most definitely gravitates towards the outlandish and macabre (and even at times illegal); serious collectors would be appalled at his lack of refinement and aesthetic sensibilities.

Investigators who are in the possession of some weird curio or strange specimen may receive a call from one of Wilcox’s lawyers with an offer to purchase it. Investigators seeking to examine some weird rarity will first have to convince these agents and then the old man himself for the privilege. To those granted the honor of a tour (such as the vile bibliophile Stuart Portman **804**) Wilcox will happily extoll the varied histories of his weird prizes, at least as long his various ailments allow. The disposition of Wilcox’s collection will no doubt be highly contested.

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The Gladding School

Progress is a subjective word. The 19th century saw the rise of what becomes the public health system in the United States, including the mental health system. The mentally ill, psychological impaired, and intellectually diminished were increasingly cared for by public institutions rather than by families (or abandoned to their own devices on the fringes of the community). Unfortunately for these individuals, while the intentions of these new facilities may have been to aid their patients, the limitations of medical understanding of these assorted conditions combined with the usual human frailties to create warehouses of those least able to protect themselves or even places to dispose of those society viewed as defective.

History

The Gladding School (**1018**) began its life in 1887 as the Arkham Feeble-minded School. The school was intended for the education and care of those deemed mentally unfit (including what is termed today mental retardation, Down's Syndrome, fetal alcohol syndrome, and the like) but still with the faculty for some independence so that they might find some productive role in society.

Initially the 'school' served a caretaker institution, providing little more than room, board, and rudimentary medical care, with some limited vocational instruction. The school changed under the administration of Dr. Carl Gladding (1841-1912), who argued that the children housed here might be taught to cope with their disabilities or even cured. Additional staff was hired as teachers and classroom time was increased, and the facilities and grounds were enlarged in an attempt to create a healthful environment.

Gladding was an enthusiastic Eugenicist and viewed his role at the school as a way to 'improve' society by 'fixing' those who he viewed as by their very nature defective... through education, training, and social rehabilitation, (as well as by routine sterilizations). To most in Arkham, Dr. Gladding was a beacon of modern science.

Girls were first admitted starting in 1903 after the closure of the Bolton's School for Girls. Initially it was a temporary measure, but

Gladding worked to ensure his work helped as many as possible. In 1905 a popular subscription helped to fund the construction of a permanent girls' dormitory, renovation of the original building, and the construction of a new classroom building and clinic.

After Gladding's death in 1912 the school was renamed in his honor. He was replaced by Dr. N. D. Kendall, Gladding's second in command. Kendall lacked Gladding's social skills and fundraising abilities and the school suffered for this. A fire in 1917 caused significant damage to Durfee Hall, necessitating expensive repairs further diminished the school's financial health.

During this period Dr. Kendall began to conduct a series of experiments and procedures on some of the most severely disabled students. While the nature of Kendall's work is unclear, it seems directly linked his resignation from the school under a cloud in 1925; rumors of a grand jury investigation and a loss of his medical license were never confirmed.

The latest director of the school is Dr. L.O. Framm, a respected physician with no previous connection to the school. He has begun a wholesale replacement of the staff, hoping to rebuild the school's reputation (and clear out any hold-overs from the Kendall administration). While his intentions are admirable, this turnover has resulted problematic staffing shortages, increased class sizes, and general disorder. Framm is attempting to build bridges with Arkham's medical community to mixed results.

The Gladding School Today

As of the present day, the Gladding School houses nearly 300 patients (220 male, 80 female). The bulk of the male patients are boys aged between 5 and 17, the female patients are girls 12 and older. A few patients are adults, either awaiting transfer to an adult facility or being held indefinitely in the case of older girls over 18 who have yet to deliver their children.



While most of patients do suffer from some intellectual disability, there are more than a few children who were simply inconvenient or unwanted. With the help of a physician willing to declare the child mongoloid or otherwise “unfit”, these children have been consigned to the care of the school. Tragically these children, despite being otherwise mentally fit, are rarely if ever released from the school; there is no mechanism to do so and the quality of care and education they receive puts them far behind their peers in the outside world. Many end up in menial jobs or on the street.

Similarly a number of the girls housed at the school have been placed here by their families because they are having a child out of wedlock or for being caught engaged in premarital sex. These girls are examined by the school, generally diagnosed as suffering from “hypersexuality” due to mental defect. These girls are released either with the consent of their families or upon reaching majority. The children born to these girls, especially if they were the product of miscegenation, were sometimes then placed with the school.

Facilities

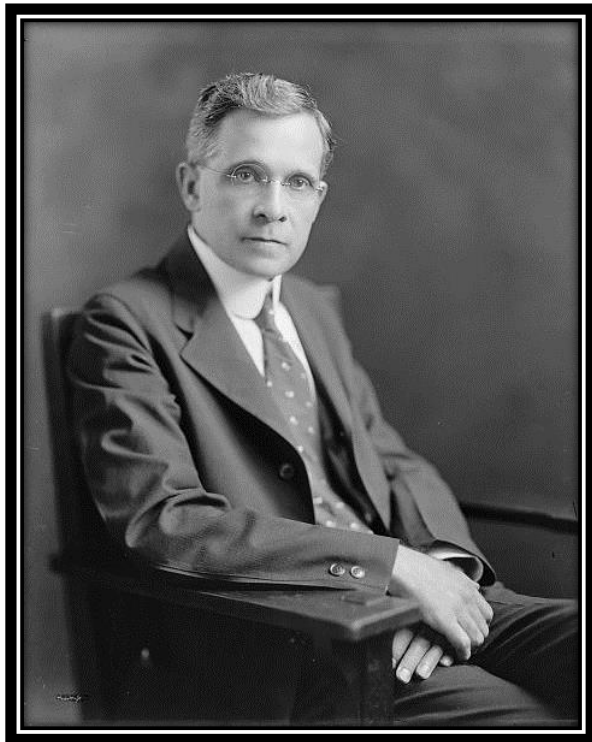
The Gladding School consists of six buildings set on five acres on North Peabody Street, on the outskirts of Arkham.

Meal time at the Gladding School

- Durfee Hall was the original home of the school. Formerly the Durfee House, this three-story Federal style building houses most staff offices and the boys’ dormitories.
- Mowry Hall. Girls’ dormitory; also houses infants.
- Morgan Hall. Classrooms, vocational training, cafeteria, and small gymnasium.
- Talbot Hall. Infirmary, including quarantine wing.
- Unnamed building. Built by Dr. Kendall, the purpose of this low brick building is generally thought to be for some sort of treatment. Dr. Framm has closed this building down for “repairs”.
- Physical Plant. Provides hot water, laundry services, and steam heat to the rest of the school. The proximity of the building to the rear wall of the estate makes it a popular point for students to attempt to escape, leading to the installation of a perimeter fence.

Staff

Over three dozen staff members are employed by the Gladding School today,



including four physicians, twenty-six orderlies and matrons, and nearly a dozen support staff – janitors, kitchen staff, and the like.

Dr. Leander Owen Framm

The current head of the Gladding School is Dr. Leander Owen Framm, a distinguished looking physician in his middle fifties, just starting to show the effects of his age. Dr. Framm, formerly of the Syracuse State School for Mental Defectives in New York, is a recent addition to the staff of the school, having been hired by the board of directors the previous year.

Framm has been greatly disturbed by some of the practices of his predecessors and has endeavored to reform and replace the most unfit members of the staff. Framm is an honest man but under no small amount of pressure to keep the school's worst abuses out of the public eye. To that end he will do his utmost to shield the school from outside attention without directly breaking the law. At the same time he is near to completing his private investigation into the misdeeds of former staff members and is planning to submit his findings to not only the

school's board, but to the state medical board, knowing full well that it will end several careers.

Framm believes in the importance of the school's mission in helping to improve society. While not wholeheartedly supporting the Eugenics movement, Framm feels that there is much to be gained from the application of scientific principles toward the betterment of the human race. He is hoping to find a way to shutter the school's work with unwed young girls and is in private negotiations with a girl's reformatory outside of Essex Falls in hopes to transfer the girls there.

Using the school

Keepers can incorporate the Gladding School into their campaigns in any number of ways.

- **Employment.** Doctors, psychologists, and other medical professionals might find work in the school's clinic; Dr. Framm is in the midst of replacing most of the staff and his urgent need for new help might allow even lesser qualified investigators to find work.
- **Witnesses and victims.** The students and staff of the Gladding School might be incorporated into a scenario to add complication or color. The children of the school, as witnesses to scenario event, make for an interesting complication, as they would be considered unreliable sources of information by the authorities, regardless of any actual impairment, allowing investigators to learn more of the danger they face without causing the involvement of the police. Witnesses with some actual intellectual impairment present a roleplaying opportunity for players who can treat the situations sensitively. The students and staff may also fall victim during a scenario; the scenario "Spare the Rod" offers one option. The Gladding School's students might also make ideal victims for the Arkham Witch Cult, forgotten by most people. The young girls of the Mowry Hall and their infants are in particularly significant danger.

- **Dire Experiments.** If the Keeper wishes, the activities of the former director were not just unethical, but supernatural. The exact nature of this unholy meddling is left to the Keeper, but any number of Mythos entities and beings might make use of an isolated population of children. Ancestral memories might have been tapped, the Plutonian Drug may have been administered, potions might be perfected, eldritch energies infused, etc.
- **The Dreamer.** While limited mentally in the waking world, perhaps one of the patients at the school might be encountered in the Dreamlands, where they have a place of power, honor, and importance. Perhaps as part of some bargain, they may wish for some improvement in the condition of their bodies in the waking world, or perhaps the mighty dreamer may have vanished, leading to tracking them down in the waking world and discovering they are a ten-year-old boy heavily dosed on bromides.
- **The Orphan and Other Fears.** With all of the assorted occult activity in the Arkham area, it seems likely that some element of

the Mythos might be encountered by the school. Perhaps a child born from the assault of one of Innsmouth's Deep Ones or hybrids is placed here – Ralsa Marsh is a likely father. Similarly, one of Arkham's ghouls' "changelings" may end up at the school by accident or design. The state might assign a child to the school after they are discovered during a raid on one of Dunwich's tainted families – or perhaps Wilbur Whateley indulged his unholy lusts during a visit to Arkham. An otherwise healthy child might be surrendered here in the aftermath of a possession by the Great Race of Yith, the Yithian trapped in the still-underdeveloped mind of the unfortunate child. Finally, all sort of mundane supernatural powers and beings are associated with children or similar institutions – poltergeist manifestations, ghostly hauntings, or even the Lamia of Greek mythology.

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About State Schools

“Whenever the superintendent of any state or county institution shall be of the opinion that it is for the best interest of the inmate and society that any inmate of the institution under his care should be sexually sterilized, such superintendent is hereby authorized to cause to be performed by some capable surgeon the operation of sterilization on any such inmate”

– 1925 New Hampshire Law for the sterilization of the mentally deficient

The Gladding School is based on a number of very real institutions in New England from this era and is actually slightly more progressive than some of its real-world analogs. In Massachusetts there was the Fernald School (Waltham) and the Belchertown State School for the Feeble-Minded (Belchertown); in Rhode Island the Ladd School (Exeter); in Connecticut the Mansfield Training School (Mansfield); in New Hampshire the Laconia State School (Laconia); in Maine, the Pownal State School (Pownal); and in Vermont, the Vermont School for the Feeble-minded (Brandon).

The quality of care at these institutions usually was far worse than the intentions of their founders. Funds often were inadequate to the number of patients cared for, leading to overcrowding, illness, and patient abuse. State Schools became the dumping grounds for all those viewed as undesirable – epileptics, mixed-race, bipolar, victims of abuse, unwanted infants – creating an environment with not only an overwhelming number of patients to care for, but a chaotic mix in which treatment was often impossible. Instead restraints and corporal punishment was the norm, physical and sexual abuse endemic, and forced sterilization and later lobotomies commonplace. Today these schools are almost all shuttered, often thought to be haunted by the spirits of those who suffered within their walls, neglected and forgotten.

The Biblio-file –

Thaumaturgical Prodigies in the New-English Canaan

This is an alternate interpretation of *The Thaumaturgical Prodigies of the New England Canaan*, adjusting the date of first publication to 1697 as Lovecraft originally described it rather than 1801, as described by August Derleth. Three distinct editions are described hereafter, varying in content and availability, allowing Keeper flexibility in regards to the potency and utility of the book.

Overview

Thaumaturgical¹ *Prodigies in the New-English Canaan* is a colonial-era book written by the Reverend Ward Phillips, a resident of Arkham. Phillips served as an instructor at Miskatonic University – his books making up some of the original works held by the library there – and, more importantly for this discussion, was active as a prosecutor during the witch trials in Arkham and in nearby Salem.

Written by the Reverend Ward Phillips in 1697 (and revised in a second edition by his son Rev. Lawrence Phillips in 1727, and again reprinted in 1801 by other members of the Phillips family), *Thaumaturgical Prodigies in the New-English Canaan* is a catalog of witchcraft, spirits, demonic encounters, native shamans, and occult signs in the Massachusetts Bay colony, with a particularly focus on events in the Miskatonic Valley.

Thaumaturgical Prodigies is notable for its full and evocative descriptions of the Reverend's many topics, including extensive coverage of his witch interrogations. There is an uncanny coherency to much of the work that hints that not only did Rev. Phillips believe what he was

writing, but he has left out some material (even in the earlier versions) to spare his readers. He explicitly states that he has purposely omitted much information regarding the various



A Witch tends to her Familiars, two toads and rat-thing

incantations his victims confessed to having performed for the sake of his readers' souls.

Known to scholars of the witch trials, and more rarely by those students of Colonial history, this book is considered an artifact of an earlier and more fearful age, where superstition was ascendant, and pious men did terrible things in the name of their faith. It is a catalog of the ignorance of our ancestors and their darkest deeds.

Contents: Quick Skim

¹ Thaumaturgy – from the Greek *thauma ergon* “the working of magic”

T*haumaturgical Prodigies in the New-English Canaan* is an account of witchcraft, sorcery, and the occult from the earliest days of the Massachusetts Bay colony. Written by the Reverend Ward Phillips of Arkham, this work is a catalog of various accounts of witchcraft, astronomical oddities, animal deformities, Native religion, and supernatural visions interspersed with religious invocations.

The author took part in the witch trials of Arkham and to a lesser extent in nearby Salem, including the physical examination and torture of witches. Ward argues that his readers should hold firm in the faith against Satan's agents, be they witches, Indians, or Papists and those evils that cannot be combated with fire and iron can only be bested by an unswerving faith in the Almighty.

Compared to similar authors of that era, Ward's book is far darker, and finds unsettling connections between the rites of the witches the author prosecutes and the rumored practices of Indian shamans. Ward claims to have witnessed many of the supernatural events described therein and perhaps this is what gives this work its frequently horrific quality.

Contents: Thorough Reading

Written by the Reverend Ward Phillips, *Thaumaturgical Prodigies in the New-English Canaan* is an extensive, if discursive survey of witchcraft and other supernatural goings-on in the Massachusetts Bay colony (and occasionally parts beyond) at the turn of the 18th

century.

Phillips was a resident of Arkham and was a minister there. He also served as a prosecutor of the several men and women accused of witchcraft in Arkham and its neighboring communities, including Salem. The book provides a full accounting of his recollection of the witch-trials there, from first whispered accusation to final judgment of the accused, including the inexplicable escape from the Essex Gaol of the accused witch Keziah Mason. Ward personally interrogated several of the accused, using means that to modern eyes amount to little more than torture, resulting in numerous confessions.

The book collects several of Ward's essays, in no discernible order, in addition to his comments about the witch trials of 1692. Included are methods to detect witches and to determine if an accused person is guilt of witchcraft, a fearful essay on the sorceries practiced by the Indians, freak births and animal deformities (Ward explains these are proof of supernatural activity), inexplicable noises coming from caverns or the sky, summary accounts of witchcraft trials in the colonies and Europe, notes regarding major crimes and rumored vices in the other colonies, the appearance of ghosts, spirits, and unexplained lights in the sky,

[Also included in the 1727 edition are a number of Rev. Phillips' sermons, a few of his letters, an unfinished essay on astronomical phenomena, a report of the Kingsport witch trials of 1722 – written by his son the Rev. Lawrence Phillips,

Chapter Titles in *Thaumaturgical Prodigies in the New-English Canaan*

A Call to Armes for Goode Christian Men, Improvements on Mr. Perkin's Way for the Discoverie of Witches, On Heathen Ways Still Pracktised in this New-England, A Cataloge of the Divell's Agents in Arkham Village and Along the Miskatonick River, Abominations of the Divell Made Flesh, On Noises Heard in Remote Places, Tales of Witchcraft Recently Told, Apparitions and Lights, Others Evil Deeds Done in this Colonie, What I Know of the Tryals in Salem-Town, *Five Sermons Against Witchcraft and Sin, *Advice Given to a Young Man, *A Sermon Against Pride, *An Account of The Comet which came in 1686 with an Essay on the Meaning of Heavenly Signs, *Regarding the Recent Trials in Kingsport, and *The Testament of the Reverend Ward Philips.

*Those marked with an * are only included in the 1727 and 1801 versions, though usually in abbreviated form in the latter.*

and the elder Phillips' Last Will and Testament.]

The Reverend was an unambiguous zealot and ceaseless foe of what he believed to be the manifestations of Satan's evil abroad in the Colonies; witchcraft was a real and present danger to him and had to be not only prosecuted when discovered but to be looked for at every turn, otherwise diabolical forces would overwhelm everything. Phillips displays an unsettling combination of unwavering belief in the evil that he faces and the ability to draw connections between the occult practices he has uncovered to similar practices among not only classical sources but to the activities of certain Natives, suggesting some previously unknown source. Additionally, Phillips' bloody zeal combines with what to modern readers is an unhealthy interests in the most gruesome details be it his torture of the accused or the occult horrors he claims they practiced.

The only topic the Reverend seems reluctant to discuss are incantations and details of magical rites. These he explicitly states he has uniformly omitted out of concern for the souls of his readers, as he puts it "so that Satan's Magick mightn't Temp Ye as such Power is solely the Province of the Divine".

Physical Descriptions:

1697 Edition

An Octavo (6" x 9") edition on somewhat irregular velum. As this book was sold

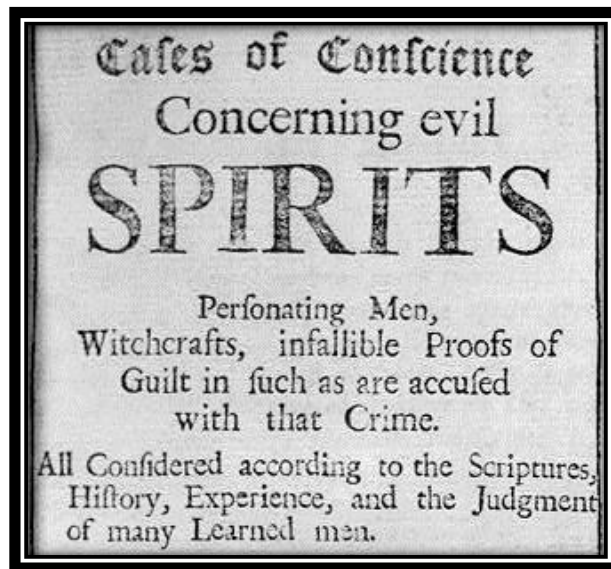
unbound, cover material varies greatly. Known copies have been bound in calfskin², red buckram³, and tanned goat hide⁴.

The book bears a stamp on the final page saying it was printed by the press of Roger Aubrey in Cambridge though the work is not recorded in Thomas' *The History of Printing in America*, suggesting that the printing was performed clandestinely, perhaps by one of Aubrey's apprentices or by the printer himself unofficially, no doubt due to the nature of the work's contents.

The presentation of the text is very plain and there are no illustrations. The book was poorly printed and hastily edited and requires at least one *Read English* roll to make sense of the irregular font.

1727 Edition

The 1727 edition was printed as a Medium Octavo (6 1/8" x 9 1/4") at the Longman Press in Arkham. The printer apparently offered a bound and unbound version. The Longman bound version bears a cover in dyed green



² The Hope Family of Arkham – this version was bound in 1722 with brass hasps and bears the Hope family crest stamped on the cover.

³ Possessed by the Boston Athenaeum; this edition was bound by the Athenaeum after they received a donation of an unbound copy in 1878 as part of a bequest from the estate of Patience Sewall.

⁴ Recovered by the Arkham Police from the effects of Dr. Jasper Bruilard from his room at the Tilden Arms Hotel in the May of 1922. The professor, late of Yale, was last seen entering his room on the evening of May 20 and was discovered to have disappeared the next morning. The room was greatly disturbed, with a broken window and curious symbols carved into the floor and door.

leather with the title given on the side as “Philips – New England Prodigies” on the spine in gilt.

The quality of this work is much higher than the earlier version and contains several additional chapters (see above) as well as two-dozen illustrated plates, including a portrait of Rev. Ward Phillips himself. The additional chapters include a preface by the book’s editor, Rev. Lawrence Phillips, the late Ward Phillips’ son. In it he states that while he does not subscribe to his father’s more outlandish claims of witchcraft and deviltry, he thought that there was still much of value in his work.

1801 Edition

Printed in Boston by Mann, Tuttle, and de Pirelle as a Crown Octavo (5⅞” x 8”) and bound in Turkish marbled boards with leather spines. The title is stamped and painted onto the spine (given as “Prodigies in New England – Rev Ward Phillips”).

Well printed with containing redone versions of some of the plates from the 1727 version, though nearly one-third were omitted. The much more common 1801 reprint of the 1727 version bowdlerizes the most inflammatory and unwholesome sections and may prove frustrating to students of the occult.

Availability

The availability of this work varies greatly by edition.

- The 1697 edition is by far the rarest and only a small handful of copies have survived into the present day. Copies are held at the Arkham Historical Society (**901**), the Boston Athenaeum.
- The 1727 expanded version is more common and can be found at the Orne Library {listed in card catalog, but missing from stacks} (**620**), First Baptist Church archive (**711**), the Kingsport Historical Society (**K-205**).
- Most of the larger libraries in Lovecraft Country have copies of the 1801 edition, though usually set aside in non-circulating stacks, due to either its value or in some cases due to the occult content. This includes the

Arkham Public Library (**211**), Kingsport Public Library (**K-517**), Bolton’s Gardner Free Library, and numerous private collections.

Investigators seeking to purchase a copy can locate a copy of the 1801 edition with a successful *Luck* roll and the help of a book dealer; base price is \$50. This purchase will take 1d4 weeks to complete. Earlier versions may be found though at greater price and requiring a much longer search.

Statistics

1697 version

Sanity loss 1d3/1d6; *Cthulhu Mythos* +4 (Requires additional *Read English* roll.)

1727 version

Sanity loss 1d3/1d6; *Cthulhu Mythos* +4

1801 version

Sanity loss 1d2/1d4; *Cthulhu Mythos* +3

All versions require 8 weeks to study and 16 hours to skim. No contain any spells. Successful reading grants a skill check to *History* and *Occult* skills.

Notes

Thaumaturgical Prodigies in the New England Canaan appears in the following Lovecraft Country scenarios:

- “The Condemned” – *H.P. Lovecraft’s Arkham*
- *The Devil’s Children*
- “Ghosts of the Florentina” – *More Adventures in Arkham Country*
- “The Hands of a Living God” – *The Unspeakable Oath* #13
- “Old Acquaintance” – *Before the Fall*
- “Season of the Witch” – *H.P. Lovecraft’s Dreamlands*



Reverend Phillips Papers

Investigators hoping to find more information about the various ritual magic and rites known to Rev. Phillips may be able to discover that his papers have been divided between the Orne Library and the First Baptist Church in Arkham. The former papers – mostly drafts of sermons but including several letters by Phillips – are kept in the Rare Books room. The remainder of Phillips' papers, including his personal notes and a partial hand-written draft of *Thaumaturgical Prodigies* itself are kept in Arkham's First Baptist Church's archive; investigators will need to convince the papers' respective custodians of the utility of their work to consult them.

If the Keeper desires, these notes contain additional information about the Mythos and combined with a study of Phillips' book, grant an additional +1 to *Cthulhu Mythos*. They require an additional 2 weeks of study/ four hours to skim; a **Read English** roll is also required to make sense of the Reverend's eccentric handwriting.

Likely spells may include:

Bless Blade
Blight Crops
Candle Communication
Call/Dismiss Ithaka (Ithaqa)
Cause Disease
Contact the Black Man (Nyarlathotep)
Contact Ghoul
Contact Rat-thing
Contact Sadoqwah (Tsathoggua)
Contact Yogge-Sotot (Yog-Sothoth)
Create Rat-thing
Enchant Curse Poppet
Lame Animal
Shriveling

✂

Deep Background –

Arkham's Boundary Markers

When the English came to New England, they imported their notions of property and land rights. One lesser-known element of this system is the use of town boundary markers.

Arkham's Markers: A History

In 1795, as required by state law, the town of Arkham first marked its boundaries with its neighbors. That year several dozen granite posts (about five feet tall and ten inches on a side) inscribed with the letters "AR" or "AK" were placed along the periphery of the town, particularly at points where the boundary turned or had been a point of dispute between Arkham and its neighbors. These stones were produced by the shop of Abner Reid, Arkham's primary stone carver, using granite quarried from the slope of Clark's Hill southwest of town. Apparently Reid apprentices carved the stones bearing "AK", producing them in such great haste that they failed to copy their master's work accurately. The reverse sides of the stones were carved with the initials of their bordering town.

In 1836 when walking the town's boundaries (cf.), several of the Reid-carved stones were found to have disappeared, and had to be replaced. These new markers also are engraved "AK" but with "1836" underneath. These markers were augmented in the 1890s when poured concrete pillars topped with enameled iron signs were posted along the major roads into Arkham marking the town line for drivers.

The Markers Today

As of the autumn of 1928, Arkham's boundary markers are generally intact, though more than a few have been overgrown, damaged, or generally forgotten; a few are destroyed or missing. Most Arkhamites are not aware that the markers even exist; investigators are familiar with them only on succeeding an EDUx1 roll or a ¼ Law roll.

Despite the state law regarding their upkeep, they have not been checked in nearly four



A boundary marker on the Arkham/Bolton line, from the Bolton side

decades. Several of Arkham's selectmen are at least dimly aware of this legal requirement but none of them have yet brought this to the attention of the mayor or the council of selectmen during their bimonthly meetings. This status-quo may change should this neglect become public knowledge... such as by the *Arkham Advertiser* article on the next page. Even in the worst case, few of the selectmen are moved by the \$20 penalty for failure to inspect the markers.

Local property owners are very aware of the town markers and on occasion have petitioned the city to repair or replace those on their land, especially those in poor condition, to little effect.

Theft or vandalism of a marker is punishable by a fine of \$50 or six months in prison, though the

odds of vandals being identified, let alone apprehended by the authorities, is so low that this does little to deter abuse of the stones.

Scenario Hooks

Boundary Markers (Arkham's or otherwise) might feature into a scenario in several ways:

- **Walking the boundary** – Spurred on by public complaints, the council of selectmen finally decides to complete their legal obligation to inspect the town boundary markers. As is within their rights, they are permitted to hire agents to do so on their behalf, in this case one or more of the investigators. What the investigators encounter on their circuit of Arkham is left to the Keeper.
- **Misidentified object** – Playing children catch sight of one of the old boundary markers, overgrown and slanting. As tends to happen, this discovery is inflated on the retelling, with all sorts of occult origin or magical importance ascribed to the weird stone column. These rumors might reach the investigators during their work, and provide an unusual red herring.
- **Trip over one** – There is always the chance that investigators on the run might accidentally encounter a forgotten marker on the outskirts of town. Make a DEXx3 roll to avoid falling over the stone.
- **Used in a spell** – They might not be standing stones, but who know to what purpose a magician might put these granite markers to use? Arcane symbols might be inscribed attempting to ward Arkham from some supernatural force or to make the town more vulnerable to malign sorcery. Perhaps Abner Reid had some connection to the witch cult and imbued the stones with some enchantment. Consider the occult workings described in *From Hell*, or how a megalopolisomancer might employ these markers to summon a paramental...

Bibliography

A Guide to New England's Stone Structures by Mary and James Gage (Powwow River Books; Amesbury, MA. 2006.)

Walking the Boundaries

According to Massachusetts State law⁵, all towns are required every five years to walk along the town's boundary and inspect the town's markers. Under the law this inspection should be performed by two of the town's selectmen or other leaders, though they may designate others to complete this task on their behalf. These inspectors are supposed to make sure the stones are in the proper place and in good condition. Typically each stone is also marked in paint giving the date of the inspection. In the case of Arkham this was done so long ago that the stones no longer bear any trace of it.

HISTORIC MARKERS NEGLECTED

Are Arkham's Selectmen Lawbreakers?

By Roberta Henry

Forgotten to all but a few of our fair city's most learned citizens, Arkham is encircled by a ring of granite posts, erected more than a century ago. These are the town's boundary markers, as required under state law since the earliest days of the Republic. You may never have seen one of these posts as most are in farmer's fields or shrouded by the trees of Billington's Woods, but they have stood guardian over our town for more than one-hundred and twenty-five years. Who cares for them now?

According to statute, these ancient markers are to be inspected every five years but as discovered by this reporter the last inspection occurred nearly forty years previously! How has this solemn duty, as established by our state's august government of old, been disregarded for so long?

When contacted by this reporter none of our selectmen could answer this question and several of these town fathers were wholly ignorant of not only their duty to watch over the official boundaries of the town but of the markers as well. Mayor Peabody's office, holding to that famed maxim of Benjamin Franklin, refused comment.

The question now is – what other essential duties have been neglected by our so-called leaders? Do these markers even stand today? Our readers demand action!

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⁵ Mass. General Law Part 1, Title VII, Chapter 42

Scenario Seed –

‘The Case of the Missing Manhole Covers’

T*his scenario seed can be used in the midst of any campaign making use of Arkham either as a red-herring or a side adventure between or during longer scenarios. Owing to the nature of the mundane items at the heart of this encounter, it may be played seriously or more for laughs, depending on the nature of your game. The curious thefts may be introduced well in advance as setting background before involving the investigators with the mystery. Keepers may wish to examine the short scenario “The Little People” for more information on Arkham’s sewer system.*

Keeper’s Information

There is a most curious thief on the prowl in Arkham. This burglar is not picking pockets or emptying jewelry boxes – they are stealing the 110 lb. cast-iron discs used to cover Arkham’s manholes. Even more strangely, the thief or thieves return them within a day or two. The case has attracted the attention of not only the Arkham Police Department but of local newspapers, who have been more than happy to provide their readers with daily coverage of the theft and reappearance of stolen covers.

There is one complicating factor, ignored by the police and, at least to date, unknown to local reporters. When the manholes are returned, the undersides of the discs now bear curious symbols, apparently etched with acid. The nature and purpose of these symbols is unknown.

Options

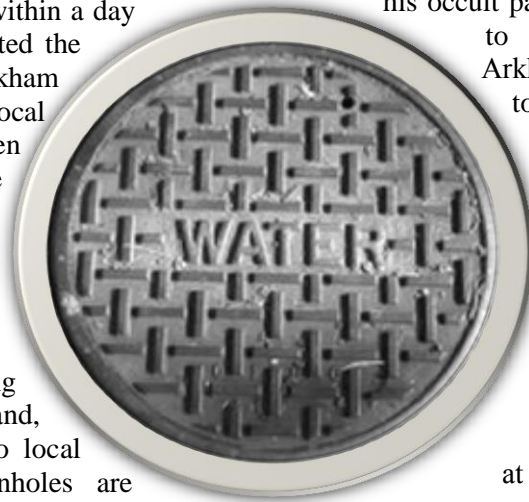
The Pranksters

There is no occult secret here, rather a competition between several of Miskatonic University’s fraternities. Using the streets of the city as a sort of game board, they have established an elaborate set of rules allowing each fraternity to ‘claim’ an intersection or street by marking the manhole covers with the fraternity’s Greek letters – poorly etched and difficult to read. While the covers are not damaged by the prank, the fraternity brothers do

not want to be found out as the university will undoubtedly frown on such mischief.

The Witch Cult

Trevor Daniels, an initiate member of the Arkham Witch Cult, hopes to gain the favor of his occult patron has taken it upon himself to inscribe magical wards on Arkham’s manholes in an attempt to demonstrate his magical prowess. The exact purpose of his symbols is left to the Keeper – wards attempting to limit the passage of Arkham’s ghouls, sigils focusing magical energies, or simply pseudo-magical gibberish. Perhaps there is some greater symbol being traced one point at a time...



The Deranged Occultist

Crosley Emmersley is a second-rate occultist who recently made a dangerous mistake when he contacted Nyogtha using a rite he uncovered during his research at Miskatonic University. Losing his wits during his encounter with the Black One, Drummond now believes that he has been marked for destruction by the Dweller Beneath. To that end he has been attempting to inscribe the Vach-viraj incantation (rendered in Aklo) onto the undersides of Arkham’s manhole covers. How realistic Emmersley’s fears are is left to the Keeper. Perhaps Nyogtha took no notice of him. Or perhaps He will arrive very soon...

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Documentary Evidence –

Report of delusions of an invisible monster

Spontaneous manic contagion: A documented example, empirical investigation and possible explanation.

Spontaneous manic contagion: A documented example, empirical investigation and possible explanation.

Macassar, L.¹ & Oates, P.D.²

Three patients presented to physicians over a period of a week with almost identical symptom profiles. The patients were unknown to each other, comprising of a transient, a white collar worker, and a retired judge. None had a previous history of mental illness and tests indicated chemical agents commonly associated with disorganized thought were not present, suggestive of a hysteric cause. Patient reports and thematic testing were consistent with the presentation of a common spontaneous manic episode. Suggestions for contagious processes based on Psycho-dynamic theory are presented.

Case Presentation.

Three patients presented to separate physicians over the period of a week in July, 1926. All lived within the Miskatonic region within 25 miles of each other. All patients were referred for internment at the Arkham Sanitarium on the basis of their unusual behavior. Here, we identified common themes within the content of the manic episodes, detail to follow. The patients were:

JK, Male, age 44, occupation – occasional gardener. JK is a transient within the New England area, seeking employment within wealthy estates as and when it arises. He has above average intelligence but is poorly educated. JK was referred to a physician by his employer after reports of unusual and agitated behavior whilst working. No history of previous mental illness evident. (An anonymous benefactor funded admission).

PT, Male, age 38, occupation – Accountant. PT received a high school diploma and is highly

numerate. No previous history of mental illness. First presented via admission to hospital with wounds caused by a 'transparent horror', determined to be self-inflicted.

AB, Male, age 65, occupation – retired judge. AB retired to the New England area and is a well-respected individual within the community. No history of concern. AB made a written report to the Police regarding a fantastical incident. In spite of the patients standing in the community, he was admitted to the sanitarium at his family's request.

None of the patients reported knowing each other. Given their different walks of life this appears to be a truthful account.

Commonality within reported mania.

All patients have reported that they have encountered an invisible entity. All reported they encountered the creature at night, were chased and now feared for their lives. All considered the size of

Spontaneous manic contagion: A documented example, empirical investigation and possible explanation.

the creature to be equivalent to that of an automobile. When challenged about how the size could be judged when the entity was invisible, all indicated that they based this on the sound made by the entity as it moved. One patient (PT) reported having been touched by the creature, which burned ringlets within the skin of an exposed forearm. The hospital considered these wounds to be inconsistent with bite or claw marks of any native animal and concluded the wounds were self-inflicted.

Empirical investigation

All patients deny having a mental instability, yet report a belief in an invisible phantasm and are still fearful for their safety, particularly after darkness has fallen. Their accounts are well rounded and appear compelling. Responses to Rorschach items were unimaginative and consistent with normal levels of performance. However item #17 resulted in strong reactions from all three patients who indicated that the item was almost identical in structure to the invisible entity. The typical normal responses to this item are that it resembles a tangle of crimson barbed wire or tumbleweed. The patients were unable to explain how they knew what the phantasm looked like when they also simultaneously reported that it was invisible.

Further assessments ruled out alcoholism, other drug use, or inadvertent/willful poisoning (ergot, psychoactive agents, etc.). Neither were symptoms consistent with organic damage such as stroke or dementia. The only irregularity we identified was a mild anemia and have prescribed iron tablets to

counter. However this irregularity would not account for the reported disturbances in thought and so, in the absence of a likely physical cause, we suspect a hysteric basis.

In line with Gottlieb (Gottlieb, 1925) we introduced the three patients to each other. Gottlieb has reported significant benefits with patients who report delusions, where the least invested patient will begin to back down from their delusional stance. Contrary to our expectation, the patients drew a great deal of solace from the introduction and none withdrew from the mania as we had hoped. The patients now seek each other when they are able to do so. E.g., During exercise time in the sanitarium grounds. We have noted that the three patients stay in the centre of the lawn area and speak urgently to each other. Following the Gottlieb intervention we must note that the mania is no longer developing separately and the triad appear to be developing their fantastical thinking together as a group.

Conclusions

On the basis that this common delusion initially developed independently, we would like to propose that this is evidence of a 'manic contagion', that is to say that a mental disturbance becomes contagious in some manner and can spread within a community.

The precise mechanism by which the 'mental contagion' spreads is unknown presently but we would posit a mechanism based upon unconscious conflict (Finch, 1926). Firstly, we have identified a significant conflict within each patients environment

Spontaneous manic contagion: A documented example, empirical investigation and possible explanation.

which may manifest as a manic episode; the life of a transient by definition is unreliable and without stability, and the life of a recent retiree must require a dramatic reformulation of ego to serve id. We have subsequently learned that the business for which PT organized accounts for has become bankrupt; as a skilled accountant PT would have understood this inevitability. Having identified the seed that has initiated the contagion we would now like to speculate how the mania manifests itself via a common theme.

In Mills' 'Nature and Man' (Mills, 1918), it is speculated that our thoughts in relation to nature are manifestations of our moods, and vice versa. Consider, for example, a hearty walk in the hills of Vermont, or the comfort one experiences viewing a pastoral scene painted by Constable. Both are manifestations of happiness, but also cyclically cause further uplift in mood. Although Mills concentrates on positive aspects of mood and nature, it must also be concluded that there are negative associations too. We therefore speculate that the negative aspects of our patient's lives are being manifested in perceived rebellions of nature, such as invisible phantasms. At this stage we are unclear why all three have the same identical mania, but we would speculate that this must relate to some primeval instinct residing within the id. Our investigations are currently exploring this possibility.

Treatment protocol

We continue to care for the patients and attempt to resolve the internal pastoral conflict. Our attempts to date have not met with success; the patients shy away from the windows when they should embrace the outside world (to ensure pastoral equilibrium as Mills would put it). We have also noted that all three are now engaging in the same self-harming behavior; ringlet marks appear on a regular basis although the triad rationalize this as being 'fed upon' in their sleep. The consequent anemia is, however, becoming deleterious to their health. Nevertheless we remain ever optimistic that we can interrupt this cyclical behavior in due course and reintegrate our patients back into society.

References

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- Finch, F. (1926). *Freudian perspectives of unconscious conflict*. Monologue Press: London, Great Britain.
- Gottlieb, H. (1925). "Mr Bonaparte, may I introduce Mr Bonaparte?" *Theraputem*, 13, 25-34.
- Mills, D. (1918). *Nature and Man*. Talbot Publishing: NY, NY.

Plot seeds

How do the investigators come to have the journal article?

Perhaps one of the authors has been found dead in their office. Was the horror responsible or was it a third party?

Perhaps the second author has gone into hiding. What is it they know? Why are they hiding? How much do they know now? Perhaps it is they who contacted the investigators in the first place.

Was the journal article published and brought to the attention of the scientific community (in turn making this known to an esoteric international organizations). Or, is the article still in the proof stage and a third party is trying to prevent it from being published?

Mysteries

There are a set of unanswered questions within the journal article itself.

Why were these men targeted? Were they just in the wrong place at the wrong time? Or is it something to do with their blood type, or perhaps, there is something that links them in some way? Perhaps they did know each other. Perhaps they are unknown to each other but all witnessed the same event? Perhaps they were in part responsible for attracting the horror to Arkham in the first place.

What happened to the three men in the asylum? Have any been released, are they still interred, or have they succumbed to the unnatural interest of the horror?

Do the initial physicians who the case was reported to have more to tell?

Any other psychiatrists or psychologists who examine the article would find it an interesting read, but roll randomly to decide whether they agree with the conclusions that were reached. Some will think it is a psychodynamic breakthrough, others will be more skeptical.

The Horror

The hints within the article are intended to suggest that the horror at large is a Star Vampire. Of course details could be changed within the text to refer to another monstrosity should you wish. There are other identifying features of Star Vampires, such as an unearthly tittering noise, that do not appear. Details like this might exist in case notes relating to the patients, but maybe the authors chose not to report it in the article. Perhaps other witnesses may be able to add this detail? Patients in adjoining rooms at the sanitarium may have heard something.

Why was a Star Vampire at large in the streets of Arkham in the first place? Is it 'wild' or is it controlled? If it is controlled, who is doing so and why?

Since the events detailed in the journal article, have further attacks occurred?

Where is the Star Vampire now?

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Scenario –

The Bosworth House

Introduction

There is on the outskirts of Arkham a small house, set back from road on a rocky rise. The house is well kept, large, and surrounded by a lush garden. The rent is low and the home is well furnished, yet it never remains occupied for long. No one could say exactly why.

Referred to locally as the Bosworth house, it stands alone on the edge of town, a source of dark rumors of hauntings and witchcraft, hardly uncommon in Arkham. These tales fall apart under the slightest scrutiny, with “witnesses” turning out to have heard about the incident from a friend of a friend. Claims of witchcraft are unlikely given that the Bosworths built this house more than a century after the Arkham witch-trials, on a previously unoccupied lot.

Yet, anyone in Arkham can tell you there is something not right about the house, something... awful.

Now, in January of 1928, the people of Arkham finally have good reason to talk of the house in hushed tones, for murder and madness have visited its inhabitants.

Keeper's Information

This scenario focuses on an investigation of the events leading to the murder of Thomas Hannigan. The police believe that his wife, Margaret Hannigan (*née* Carter-Field), murdered her husband in a mad rage and have had her committed to Arkham Sanitarium (201).

As the investigators delve into the case, they will be able to piece together a sad story of loneliness, arrogance, and insanity – Margaret had slowly descended into madness in no small part due to her well-intentioned doctor husband's prescription of the rest cure for her in the wake of severe postpartum depression. In this case, good intentions have had the worst



possible result.

About this scenario

The Bosworth House is a scenario for two to six investigators of any experience level. The scenario has a strong research and investigation bias, so investigators focused on physical activities are far from ideal. This is a scenario of psychological horror and strangeness, not monsters. There is nothing to shoot, and no physical threat whatsoever. The scenario is also inherently 'unwinnable'. If that is something that either you or your players would not enjoy, then the Bosworth house might not be the scenario for you.

At its core, *The Bosworth House* is about alienation and the unreliability of our own memory and perception. The scenario draws on a number of sources, but the central influence is Charlotte Perkins Gilman's [*The Yellow Wallpaper*](#). The scenario also draws on elements of the Hastur Mythos, as defined and re-imagined by John Tynes, among others. For more on the new school take on Hastur, check out *The Road to Hali* from [*The Unspeakable Oath* issue 1](#), and *Delta Green: Countdown*.

The Complication

For one of the investigators there is a second possible explanation for the events: Something about the house drove Margaret to madness.

One of the investigators finds clues in the house's history that suggest some alien influence in its construction. The investigator hear rumors of strangeness spoken in hushed tones and experience moments of utter wrongness while in the house. Soon they begin to suffer from the same nightmares and visions that drove Margaret Hannigan to madness.

Sadly no other investigator can find a scrap of evidence to support this theory; no witnesses will repeat their statement, physical evidence is

lost or crumbles to dust before the investigator shares it.

The Phantom of Truth

So what happened to Margaret? There is a long and a short answer to that question.

The short answer is; there is no answer to that question.

The longer answer is this: do not draw a conclusion about what actually happened. The sense of alienation and mistrust of one character's perceptions that this scenario evokes and thrives on is uncertainty. The moment you make a decision about the actual cause, you stand to bias your own descriptions of the events of the scenario. Rather, it is best to treat both as though they are truth.

The Hannigans:

Thomas Hannigan was a Bostonian, from a working class Irish family, who has managed through hard work (and the beneficence of a church scholarship), to become a doctor of medicine. He became a doctor in 1921 and travelled to Arkham to join a practice in the town. He was a skilled physician and rightly proud of the way in which he had risen in the world. Initially, he found it hard to settle in Arkham, isolated from much of society because he was Catholic, Irish, and an unapologetic Democrat.

He soon met Margaret Carter-Field, a talented young writer born from a marriage of two of Arkham's most respectable families. The pair fell in love, and Margaret's family embraced Thomas, despite his social shortcomings, happy to see their daughter married because of her tendency towards odd behavior. Thomas and Margaret married in May of 1924 and settled down in a very small bachelor's apartment rented by Thomas. For some months, they lived happily.

Then, in January 1926, Margaret became pregnant and though her pregnancy went well, both Margaret and Thomas's lives changed

greatly with the birth of their daughter Tabitha. Margaret fell ill with postpartum depression in the days following their child's birth. The new family moved from their tiny apartment into the Bosworth House, along with Thomas's sister, Elizabeth (who they employed as a housekeeper), with the aim of making it their home and eventually buying it.

Almost immediately Thomas found his practice consuming most of his time. He had little time for his wife or child, but instructed Margaret to undertake a rest cure for her depression. Over the next three months, a change came over Margaret. Her depression deepened, and she started to behave increasingly erratically. Be it because of the sudden state of isolation caused by her husband restricting company so she could rest, or because of the house itself, Margaret slowly became delusional and paranoid, eventually snapping and killing Thomas.

History of the Bosworth House

William Bosworth built the house in 1823. Bosworth, a lawyer who had done well for himself in Boston, decided to settle back in his hometown of Arkham. He employed Ryan Saxby, a prominent local architect, to design him a home in the Federal style. William and his wife, Jessica, made it their home until their deaths in 1851 and 1860, respectively. Thereon the house passed onto their daughter, Samantha, who has married into the Arkham branch of the Whateley family. From Samantha it passed onto her son, Joshua Whateley. The house remained the Bosworth House in the local consciousness. Since the death of Jessica Bosworth no tenant has stayed in the Bosworth House for more than five continuous years, thanks to both Samantha and Joshua having favored short-term leases. Samantha Whateley also seriously neglected the house for years which, in combination with her numerous disputes with tenants, started the place's bad reputation both as an eyesore and somewhere one would not rent if you wanted a stable home.

Children are ill equipped to understand such concerns about a house, instead they picked up

on their parents' dislike of the house, and ascribed simpler, more exciting explanations. Soon, every child in Arkham knew it was a place of witchcraft, demons, or ghosts. Though Joshua Whateley has inherited the house and has both a better relationship with his tenants and a greater desire to keep the house in good condition, the house has already passed into Arkham folklore.

An alternate history of the Bosworth house

William Bosworth built the house in 1823. Bosworth was a sorcerer, who had done well for himself as a lawyer in Boston, and had decided to settle back in his hometown of Arkham to pursue his true interests. He employed Ryan Saxby, a prominent local architect, to design him a home in the Federal style, but instructed Saxby to make certain changes to the design, based upon principles of sacred geometry and non-Euclidean mathematics.

In 1851, William Bosworth passed out of this world and into another alien one in pursuit of greater knowledge, leaving behind his daughter and wife to slowly fall into madness. Jessica Bosworth died seven years later, a victim of suicide. Samantha escaped the place thanks to marriage, and having no love for the strange house she had grown to womanhood within, decided to have as little to do with it as she could afford, letting it to whoever would take it, and ignoring its maintenance.

No one who lived there for long ever felt at home in the odd house, whose nature seemed to change and whose angles hurt the eye. Therefore, as the years passed, the house gained a reputation as a bad place. People reached to mythology to explain the feeling of otherness that the house left them with, and Arkham's children grew to adulthood rightly fearing and mistrusting the place.

While it is in better condition today than it was under Samantha Whateley, her son is finding letting it for any length of time difficult, thanks

to its reputation, and the queer feelings it evokes in some visitors.

Considerations for the Keeper

Depending on how you wish to run this scenario, there are several possible routes to draw investigators to the mysteries of the Bosworth House.

In an ongoing campaign, it is worth introducing the Hannigans well in advance of use, slowly developing their romance and then marriage, in full view of the investigators. The couple will withdraw from social affairs after the birth of their daughter, perhaps some hints of Margaret's depression being dropped by her husband. After his death, the characters would hopefully wish to investigate the death of one friend and clear the name of the other.

Alternatively you may ignore any personal connection, and have the investigators look into it either as a professional or as a personal favor, though this may undermine the personal aspect of the horror. Arkham Sanitarium might call on investigators with a background in psychology, medicine, or psychotherapy to look into Margaret Hannigan's case; the Essex County District Attorney can call upon police or private investigators to look into the murder, hoping to find proof Margaret is faking her delusional state, or; Joshua Whateley might call on parapsychologists from Miskatonic University to come and investigate claims of a haunting, in the hope of debunking the rumors about the house.

This scenario is not particularly suited for play as a one shot, especially as much of its impact comes from the burgeoning conflict between party members over the nature of the house and the doubts raised about the sanity of the affected investigator.

Involving the Investigators

How the scenario begins depends on the investigators' connections to the Hannigans. If the Hannigans are friends, then the scenario begins the morning after the murder with a report of the crime published in the

Arkham Advertiser (Bosworth papers #1). This should be enough to catch the Investigators' interest; if it fails, have Beth Hannigan contact the Investigators a few days later and ask them to look into the murder; perhaps she has witnessed some aspect of the house's malign powers, or she simply cannot believe that her sister-in-law could do something so terrible. If using an alternate setup, then have an appropriate NPC approach the Investigators about a week after the murder, and ask them to investigate the house and/or the murder.

The Bosworth House

The Bosworth House is a three-bedroom, detached house, built in the Federal style. It sits within a large plot at the edge of Arkham on West College Street near the Old Wooded Graveyard (405). It sits well back from the road, in the midst of a large garden. Trees and bushes obscure the house from the street, making it feel secluded and tranquil.

The ground floor is set up with a hall, kitchen, larder, utility room, two drawing rooms, and a dining room.

The first floor sports a landing, a master bedroom, a guest room, a study and a bathroom.

The second floor has two guest bedrooms, a small bathroom, and a nursery. The house has received a series of significant renovations during its life, with indoor plumbing, and electricity being features of the house. In late 1909 Joshua Whateley substantially redecorated the house, with all the public rooms decorated in more modern style, incorporating elements of Art Nouveau and Arts and Crafts.



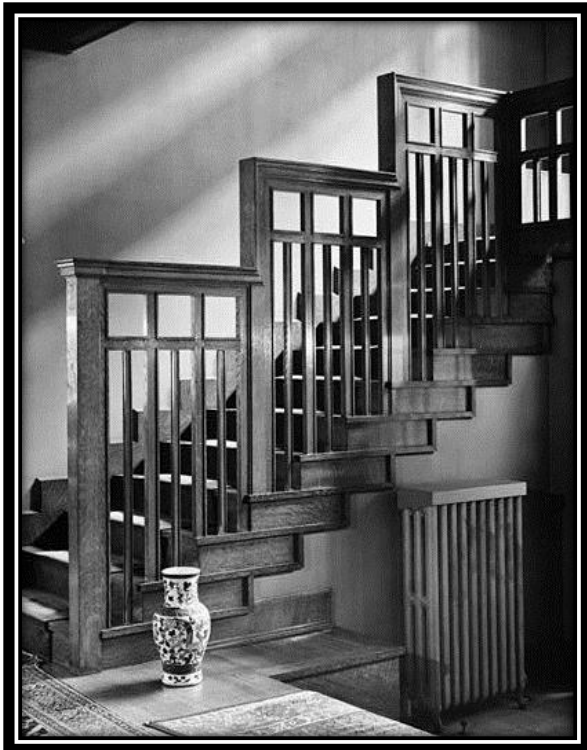
Keeper's Note:

Certain locations in the Bosworth House are of particular significance to the investigator who falls under the influence of the house. For the convenience of the Keeper we have marked these with the Yellow Sign – ☿.

Hall: A long corridor leads from the front door, to the kitchen, with a Parquet floor and wooden paneling. The stairs lead up from here to the first and second floors. Several framed photos and works of art hang from the walls. A telephone stands on a small mahogany table, along with an address book.

The address book contains contact details, both addresses and telephone numbers, for the Hannigans's friends and relatives, including Doctor Arnold Dwight, Andrew and Marigold Carter-Field (Margaret's parents), Thomas Hannigan's Parents, and Elisa Phillips.

☿ The first time that the investigator under the influence of the house steps onto the stairs up to the first floor, give them a ***Spot Hidden*** check. If they succeed, they catch a momentary glimpse



of one of the paintings. It appears to be of a royal court, but it seems unfinished somehow. Future attempts to find the picture are fruitless.

Kitchen: There is a spacious kitchen large enough to accommodate easily both a cook and a kitchen maid. The kitchen has an oil burning range which, had it not been turned off, would keep the house snug, and heat the water. The room is setup to be the heart of a modern, middle class home, with a kitchen table and chairs for meals.

☿ The first time the Investigator under the house's influence enters this room alone, he or she sees a small, clockwork child, with unevenly sized wheels rather than legs clatter out of the room by a different entry.

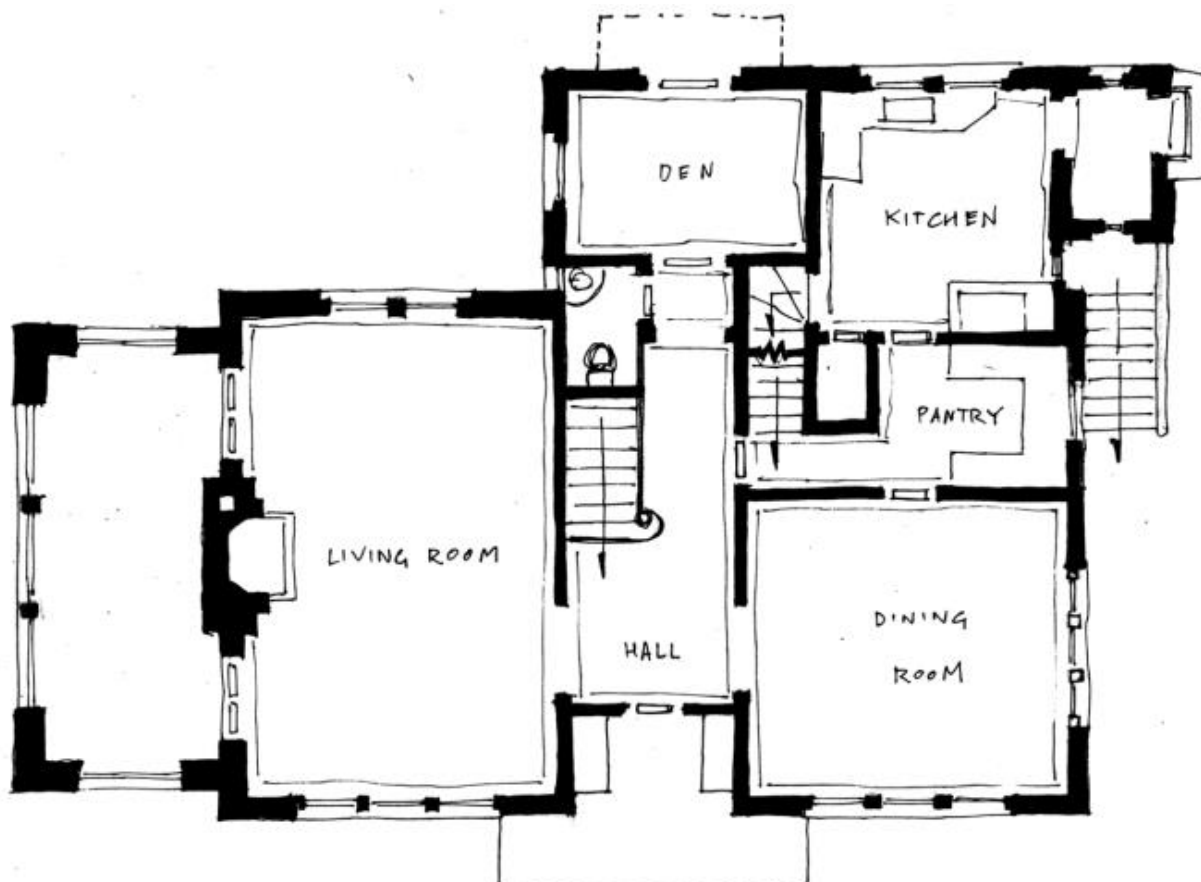
Pantry: A small room leads off from the kitchen, where a wide variety of foods and supplies are stored. The perishables are starting to turn; no one has thought yet to clear them out.

Utility room/entry: A room that is adjacent to the kitchen, with tiled floor, a large sink for washing clothes, as well as a still functional working pump.

Den: Next to the kitchen, this is a relatively modest drawing room or den. The room has comfortable chairs and a record player. However, a pair of large, freestanding bookcases, filled with literature and common reference works, dominate the room. There is a record sat on the player and, if played, it produces a very haunting melody, new to all the investigators.

☿ If the Investigator under the house's influence has already started having strange dreams, ask for a loss of **1/1d3 Sanity**, as they realize that this music has been in their strange dreams. If the Investigator hears the music before the dreams start, then there is no additional Sanity loss.

☿ If the influenced Investigator spends any time in the room alone, have them make a ***Spot Hidden*** check. If successful, they notice that



they cast a second shadow, which is impossibly long and misshapen somehow, as though cast by someone wearing heavy robes, or a tattered long coat. If anyone enters the room, the exact direction and amount of light changes and disrupts the illusion. The shadow costs **0/1 Sanity**.

Living room: In the plush drawing room, there is a hearth, abundant seating, a piano, and a cello. The furniture is of the Art Nouveau style, and very slightly dated at this point. On top of the piano, there are framed photographs of Thomas, Margaret, and Tabitha.

Dining room: A chestnut dining table, matching chairs, and French dresser dominate the room. The room has polished floorboards, and a large Persian rug.

On a visit to this room, give all characters a **Luck** roll. On a success, they knock over a small

vase on the dresser as they look around, and find it to contain a \$10 bill.

⌘ If the influenced Investigator passes this **Luck** roll, have them knock over the vase. Rather than a note, the vase contains ancient pictorial map of an impossible city, in which gravity, logic, and geometry hold little sway. However, before the Investigator can show the image to anyone, the fragile paper crumbles to fragments and dust.

Landing: The first floor landing has polished floorboards, and plastered walls, punctuated by the door at along its length. Windows across from the landing offer a view of the Old Wooded Graveyard to the northeast.

Master bedroom: This spacious room that sits above the sitting room is has a large four-poster bed in the Art Nouveau style, all organic lines, and polished mahogany. Until about three months ago, Thomas and Margaret shared this room, but when Thomas prescribed the rest cure



for Margaret, he took to sleeping in the office. The room is half-bare, with no sign of a male inhabitant. Margaret's clothes are all neatly packet away, leaving the room feeling very large and empty. Violently bright, yellow and orange wallpaper covers the walls, which appears in one or two places to have been vandalized. The bedside table has a locked drawer (**STR 12** or a **Locksmith** roll), inside which is Margaret's diary.

Skimming Margaret's diary requires two hours. Most of its entries are banal, but in the last three months its contents grow increasingly strange. This period of strange entries is preceded by several weeks of bleak and short entries, immediately after the birth of Tabitha, in which Margaret describes her anger with herself for not having more energy and at her own inability to be happy. The entries change after her husband instructs her to rest. Her diary starts to describe experiences in the house, from phantom sounds, to glimpses of something moving in the pattern of the master bedrooms wallpaper. Initially her descriptions of these things are dispassionate, with admonition that she must not allow herself to start accepting the existence of these fancies and she expresses a desire to write to give her an outlet. However, after a few weeks, it is clear that Margaret is starting to believe that the strange experiences are very real. By the time of the murder, she is describing a woman in the wallpaper, and finding impossibly large and bizarre extensions to the house during midnight

wanderings. Reading the diary causes a **1/1d3 Sanity** loss for any reader. ⌘ For the investigator under the house's influence, it also offers a **+1 Cthulhu Mythos**.

⌘ For the investigator under the house's influence, the wallpaper is sickening. The vine pattern twists and changes direction in absurd ways. It is all too easy for them to spend time studying the wallpaper, and doing so at any length leaves the

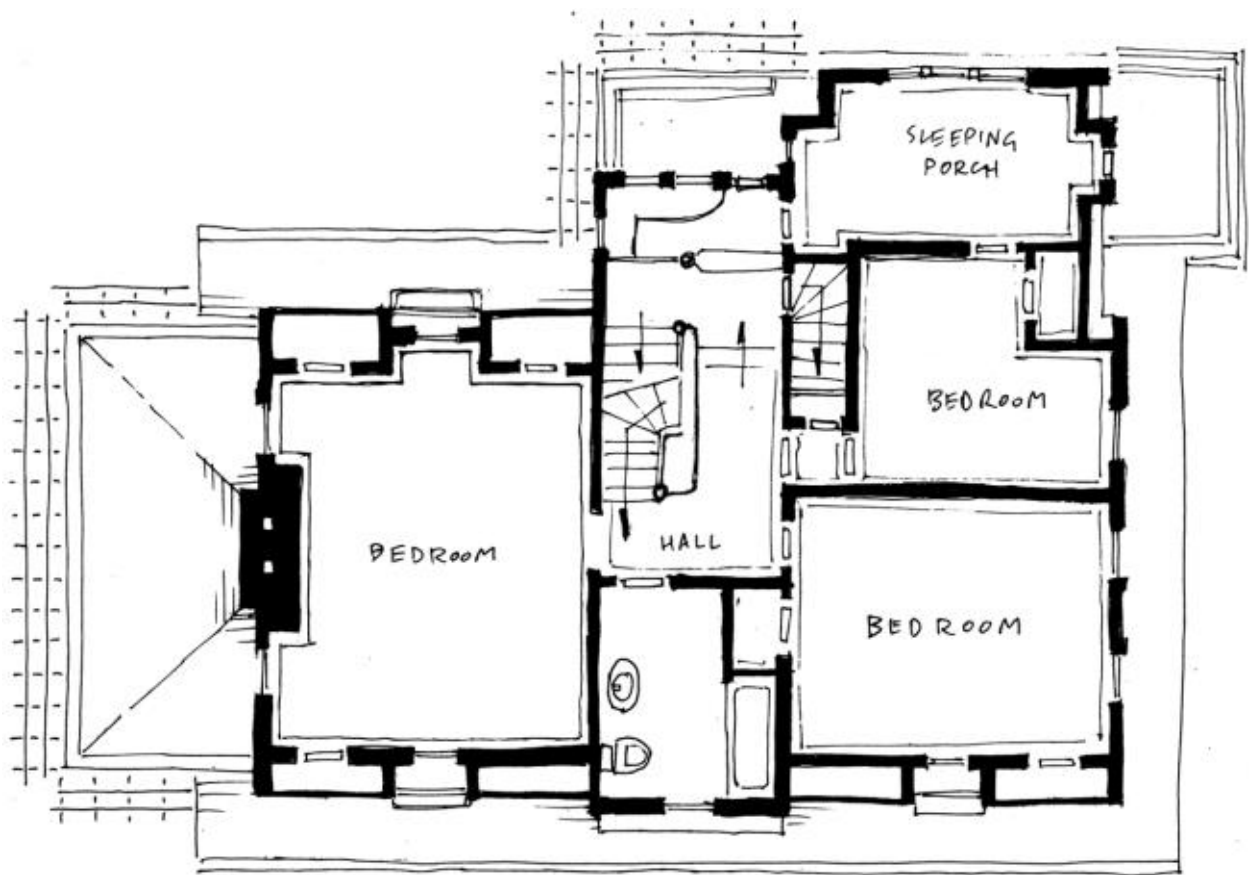
investigator with a terrible headache. On each visit to the room (when the investigator is not already under this effect), the investigator must make a **Sanity** roll, or find themselves wanting to spend 2d10 minutes studying the paper. The Investigator will leave if given any other task to perform, but otherwise finds themselves back there, in any quiet moment while on the property, but are un-chaperoned and have no specific task to perform.

For every hour spent studying the wallpaper the investigator must make a **0/1 Sanity** check.

Front Bedroom: This room contains a single bed and a pair of closets. The view from this room looks out over the house's large garden, giving the best view of from the house. Until Thomas's death, this room belonged to Beth, and it looks to have been emptied in haste.

⌘ When first visiting this room after a **Sanity** loss caused by oddness in the house, or one of the dreams that the place inspires, the influenced Investigator catches a glimpse of a lean, pale-skinned woman in a yellow dress, on the lawn outside the house. The woman appears to have no facial features. An investigator loses **1/1d3 Sanity** for seeing the faceless woman.

Back Bedroom: This room has been setup as a nursery for Tabitha Hannigan, and someone has repainted it a pastel yellow. A small crib leans up against one wall, and the new chests of



drawers stands nearby. Like the front bedroom, this room shows all signs of being emptied in haste, giving the room an empty and lonely feel.

Sleeping porch/study: The study was originally a first floor sleeping porch. It is an airy room, with large windows. Devilishly cold in winter and baking hot in summer, the room is of little use for its intended purpose, and so now functions as a study. Dr. Thomas Hannigan's desk and chair, two bookshelves full of medical texts and records are located in the room, as well as a plush leather wing chair. Despite the furniture, there would be room here to move about, but a small camp bed has taken over the remaining space. Assorted men's clothes hang from every spare fitting. A heavy curtain and draft excluder on the outside of the door keep the house's warmth in, rather than losing it into this room.

The Investigators can find Thomas Hannigan's notes on Margaret's condition here.

Thomas's notes on Margaret

Thomas kept a full set of medical records for each of his patients in his office in the Bosworth House, so as to have always access to any necessary information should he be called to an emergency. Amongst these are his notes on his wife's condition. Any Investigator making a cursory inspection of the files will locate Margaret's records with a ***Library Use*** (or ***Spot Hidden***) roll; see hand-out Medical Records. Any Investigator can also find the records by specifically looking for them here – no roll is required.

Once the Investigators have read the records, any reader who makes a ***Psychology*** roll is able to identify that Thomas's diagnosis of depression does not wholly account for Margaret's symptoms, and that there is almost certainly some undiagnosed underlying condition.

Bathroom: The bathroom contains a large, freestanding claw-foot bath, with hot running water, internal toilet and sinks with hot and cold running water.

⌘ If the affected investigator is ever in this room alone, shift focus, telling the player of the influenced Investigator that you will come back to them in a moment. Work with other Investigators as they explore other aspects of the house. After a few minutes, give the non-influenced investigators a *Listen* check. On a success, inform them that it has dawned on them that they can hear running water from the bathroom, and that it has been in the background for some time. Should they check on the source of the sound, they find the influenced Investigator laying, fully clothed, in the bath, which is moments from overflowing. The influenced investigator has no memory of how they got to this position. The influenced Investigator loses **1/1d3 Sanity**, while the rest of the group must make a **0/1 Sanity** roll.

Adding to the horror

Feel free to raid the alternate history of the Bosworth house for ideas of how to embellish scenes for the investigator under the houses influence. While many scenes have additional clues only this investigator can experience, you should build upon this by slipping in little snippets of information and weirdness whenever the passes of scenario slows.

Research

There are a number of possible avenues of investigation open to the investigators. They might look into the history of the Bosworth House, interview Elizabeth Hannigan, Margaret's former doctor, the Hannigans's friends, read Margaret's medical history and her husband's notes (see page 29), or speak with Margaret herself.

Newspapers

A visit to the archives of the *Arkham Advertiser* or the *Arkham Gazette* proves to be fruitless,

with a four-hour search turning up nothing about the Bosworth House. In fact, with a successful *Library Use* roll, the investigators can be fairly certain that the house has never been mentioned by the paper save in the classifieds.

Town records

The Bosworth House has a remarkably complete set of paperwork at town hall (**217**). Two hours there turns up the deed, title, and blueprints which identify the architect as Ryan Saxby, who is responsible for a number of other local houses. Saxby was a mediocre architect at best and his work has largely been forgotten by the annals of history.

⌘ If the affected investigator has a chance to examine the house's blueprints, they may experience an overwhelming sense of vertigo as the house swirls and fills their field of view, as if they all falling into the page. They suddenly snap back into themselves with a jolt and lose **0/1** points of *Sanity*.

⌘ The affected investigator may become obsessed with the otherwise unimportant Ryan Saxby – searching the archives for details of his life and works. They may plot out the location of each of his homes in Arkham, attempting to find some occult significance to their configuration or they may draw out social connections between Saxby and members of Arkham's clubs and societies. The details of this are left to the Keeper, of course.

Asking around about the house

Asking around Arkham about the Bosworth House and its former residents turns up more than a few local gossips who are willing to attest to all manner of evils and oddness taking place in the house. Investigators asking about the house may make a *Persuade* roll. Each success means that they discover a new unique rumor about the house. Use the samples provided as inspiration to create your own as there are any number of stories about the house in circulation.



Sample Rumors

- *The Bosworth House? Oh yeah, I know it. Place was home to Goodwife Bosworth, who was burned as a witch back in the witch trials. She was known for seducing the men folk into unnatural couplings. People say that if you walk past the house late at night, you sometimes see her beckoning from the upstairs window.*
- *The way my grandfather told it, is that when he was young, he saw winged devils perched on that house's roof. Of course, my grandfather reckoned that cats visit the moon each night too, so I don't put much stock in it myself. That said, it is a mighty queer house.*
- *When I was young, my friend, Danny, he said that the house up and changed at night. That one day it was red, and the next it was a different red. Or those doors were never quite in the same place. He delivered the paper to the house you see, so he saw it most days. I've never dared check if he was right about it, though.*

Interview with Elizabeth Hannigan



Elizabeth (she goes by Beth) Hannigan has moved in with Andrew and Marigold Carter-Field, Margaret's parents, while she arranges to return to Boston with Tabitha to her husband's family. Getting access to speak with Beth about the events

require that the investigators succeed a **Persuade** roll, as the Carter-Fields are very protective of both Beth and their daughter's memory. The last thing they want is anyone raking up events again so soon after their son-in-law's death. If they get access, Beth is more than willing to answer their questions.

Beth is a modern girl, smart but somewhat rough around the edges. While no flapper, she wears her hair short, hems high, and a cigarette in hand. She genuinely cares for Margaret, even after her brother's death, and she hopes to protect both of them. She will speak candidly and frankly, assuming the investigators behave respectfully. Consider these sample answers to likely investigator questions as a guide; she witnessed no supernatural activity at the house and does not believe in the occult.

How they came to Arkham:

"Thomas and I moved here to Arkham just after he qualified. It must have been 1921 or so. We took a small flat. I acted as his secretary and housekeeper. We struggled a lot to begin with; Arkham is less open to outsiders than you might expect. I think the fact that we were from Boston played against him in his practice. I think Arkham folks like local doctors. Of course, that all changed once Thomas met Margaret."

How Thomas met Margaret:

"Thomas met Margaret at church. We tended to sit at the back and, one day, Margaret arrived late. Of course, she didn't want to make her way up to the front after the service had started, so she sat herself down with us. After the service, we all had a good chat. She and I hit it off, and I think Thomas was smitten from moment one."

Courtship and early friendship:

"Margaret and I got to be real pals, in really only a few weeks. I noticed right away that she was a little odd. Her head was always full of the strangest ideas, and sometimes she would get really rather fixated on them, but writing seemed to help her get them out of her head. Sometimes, I really think Margaret believed half the strange things she thought. She and Thomas started spending time together too, and Margaret's family loved him. I think they had rather given up hope on her getting married. She hadn't really shown any interest in boys until Thomas you see. Well, they got married and honestly, they were always a very happy couple, right up until Tabitha was born. Then Margaret got ill."

Life in the Bosworth House:

We all moved into the Bosworth House just before Tabitha was born. Margaret did not like the place much, not from day one. She hated the wallpaper, and the style of the place. Even before she started getting really strange, she thought there was something off about the house.

Margaret's delusions:

She really could believe the strangest things some time. Back when I first knew her, she was convinced that the mailman, who serviced her parents' house, was 'full of spiders'. At least, I think that's what she thought. She was rather cagey about it. She would tell me these strange thoughts in confidence, then make like she had been joking, or testing out a story idea. I cannot say for certain that Margaret did believe any of it, well, not at the time, but I always got the feeling that she did. She was always better when she was writing through; it was as though, if she could get the ideas out of her head, and onto paper, they became less real for her. I think that's what did for her, not writing.

Why Margaret stopped writing:

She stopped because Thomas asked her to, and because she was always so tired. Thomas thought that she needed rest to overcome the nervous depression, and so he told her to take a break and rest up. Initially, Margaret kept on writing anyway, but Thomas was a doctor, so I thought he knew best. I persuaded Margaret to listen to him. I wish I hadn't.

Margaret's descent into madness:

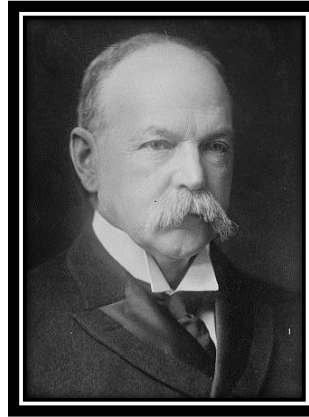
After Margaret stopped writing she got worse. She became convinced that Thomas was cheating on her, and that there was something in the walls. Eventually, I tried to convince her to start writing again, but she was lost in her own fantasies, and started to think I was somehow responsible for it all.

Tabitha's future:

I've talked with Margaret's folks, and it looks as though, legally, they will be adopting her; though I will be taking on much of the work of

raising her, they have agreed to help out with money and the like.

Interview with Dr. Dwight



The Investigators may discover Doctor Arnold Dwight, through Margaret's medical records from Thomas's office in the Bosworth House or by speaking with her family. He is a hale, somewhat portly man in his early sixties, bald with a

thick moustache. He is well regarded in Arkham and has a number of clients among the town's well-to-do families.

Doctor Dwight has been a family friend for years, and it was he who helped Margaret overcome and control her childhood delusions. Dwight was also, in a large part, responsible for her career as a writer; he suggested the activity as a therapy initially, and then encouraged her to continue when it was somewhat effective and Margaret proved to have some talent. Dr Arnold Dwight will meet the Investigators at his home, on request, and will happily talk with them about Margaret, providing they do not ask questions about her health.

How he came to know Margaret:

Well, after my predecessor died, I took on the whole Carter-Field family. I knew Margaret's father through our club already, and I got to know the whole family pretty well.

Margaret's writing:

She's been writing for years. I was one of the first to notice her talent for it, and to encourage her in pursuing it as an occupation.

On Thomas Harrigan:

I do not suffer fools lightly, and if I am honest, from what I know of the Thomas Hanigan, I would place his death squarely on his shoulders.

A successful **Fast Talk** at this point can draw Dr. Dwight on further on the subject.

I told the stubborn fool that the rest cure is, in my experience, non-sense, and that in Margaret's case an especially awful idea. Margaret needed to be busy, she needed to work.

On Margaret:

With a successful **Persuade** roll (or **Credit Rating** roll from either a physician or a member of law enforcement), the investigators can convince Dr. Dwight to open up a little about Margaret's health.

"You have to understand that Margaret is, was, a very sweet and talented girl. But she has also always been troubled; since her childhood, she has suffered from a tendency towards delusion. I became aware of this really very early on. Through a range of talking therapies, and encouraging her to find healthy outlets for her over-abundance of imagination, we were able to find a way for her to distinguish between her fantasies and reality. It was a rocky road and, while she never became violent, there were a number of times when we almost lost her to madness, but in the end I truly believe she conquered it. Her writing was a big part of her technique for managing it.

However, when she got a little down after Tabitha was born, that fool husband of hers locked her up alone, banning her from writing, all for her own good. The results you have no doubt read about.

As the Investigators are leaving, give them an opportunity to make a **Listen** roll. For most, this will reveal that as they leave they can hear Dr. Dwight lose his composure somewhat at their departure.

✂ For the investigator under the Bosworth House's influence, let them know that in addition to this, it sounds like he says "*Damn that house, damn it.*"

Interview with the Hannigans's friends

The investigators may be interested in speaking with acquaintances of Thomas and Margaret Hannigan. The investigators should be able to track them down in a number of ways. The address book from the hall of the Bosworth House contains contact details for all of the Hannigans's close friends and acquaintances. Additionally, either Beth Hannigan or Mr. and Mrs. Carter-Field should be able to point the Investigators in the right direction.

Tracking down and speaking with the Hannigans's friends and acquaintances takes a good twelve hours' work, and the vast majority of that time turns up nothing. For the most part, the Hannigans's friends will be unwilling to speak to the investigators about the murder, saying only that they were shocked to hear of it, and that it was a terrible tragedy. A **Fast Talk** roll turns up a careless comment about Margaret "always having been a little odd" but pushing the subject only get doors closed in the investigator's face.

At some point, the Investigators should find themselves at the door of Elisa Phillips, one of Margaret's closest friends. Unlike most of the Hannigans's other friends, Elisa is willing to speak on the matter.



Elisa is a mousy, bespectacled young woman in her mid-twenties. She is unmarried, and lives with her family in the French Hill district of Arkham. She will meet the Investigators at home, where she can continue

working on her embroidery while discussing the events leading up to Margaret's death.

She reveals that she had been friends with Margaret since before Margaret's marriage to Thomas Hannigan, and that during that time she

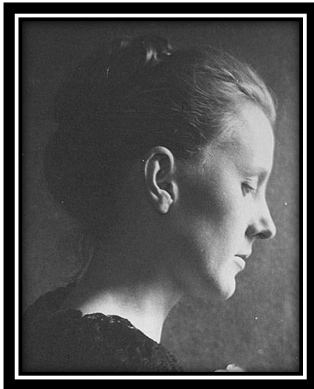
had never known her to be violent. Elisa had known Margaret to behave oddly from time to time, talking to thin air when she thought herself alone or given over to queer fancies about the business of strangers, but this only ever happened when she wasn't working on a story.

Elisa quite clearly did not like Thomas Hannigan because he put too much trust in modern medicine rather than common sense. As she puts it:

I mean, I fail to see the good in keeping someone isolated from their friends if they are feeling a little low. I barely saw Margaret for the last three months before the tragedy. I mean, I should think I'd kill any man who kept me from congenial company for three months, too.

Interviewing Margaret Hannigan

Margaret is currently being held at the Arkham Sanitarium, where she is kept in the high security ward. Getting in to talk to her is tricky. It can be achieved, with a letter of consent from her family and a successful



Persuade roll, but such access is given only grudgingly by the staff who are not keen of altering routines within the ward. They are also wary of having non-professionals wandering around while they work.

The Carter-Field family is unlikely to grant such permission, requiring a *Psychoanalysis* or ½ *Persuade* roll before they will issue it. Alternately, the investigators may *Fast Talk* their way in, but they will find themselves unceremoniously ejected from the Sanitarium after two or three questions, when the deceit is discovered.

If a medical professional contacts the hospital, asking to interview Margaret on a professional basis, they will be granted an interview with a successful *Credit Rating* roll.

Finally, an investigator may be able to bribe their way into speak with Margaret. This can be achieved by looking for one of the uniformed staff members at nearby diners during a shift change. Aaron Keyes, one of the Porters, dines at the Fleetwood (202) or Bee's Diner (210) before each shift, and with a successful *Persuade* check, and a \$5 dollar bribe, can convince to allow an investigator into the Sanitarium to speak with Margaret.

Margaret is confined to her room, and has been straight jacketed, due to her frequent violent outbursts and scratching at the walls, until her nails break off. She is usually sedated to some degree.

When the investigators are lead in to speak with Margaret she is whispering the poem "Antigonish"⁶. If addressed she stops reciting it and sits up. She professes her sanity in the most dignified manner and lucid manner possible under her present conditions. During the interview allow the investigators a *Psychology* check. On a success they are certain that Margaret is playing up to them in a theatrical manner that is consistent with compulsive lying. As such it will be nearly impossible to tease out what is delusion and what is a lie.

Why she killed her husband:

It is quite simple really, he'd taken up with that creeping woman in the walls. If your partner did that, you'd kill them too.

Questions about the destruction of the wallpaper in the bedroom:

It was hideous. Worse still, that is where she dwelt. That harlot of Zobeide, that creeping woman, that monster in the walls.

When she first saw the woman in the wallpaper:

⁶ This poem formed the basis for the Glen Miller hit song "The Little Man Who Wasn't There" in 1939. Though an anachronism in this era, the Keeper may enjoy inflicting the song upon the affected investigator.

You know, I couldn't say for sure. Perhaps a month after we moved in, or maybe it was when I was five, or was that when I thought I saw the sphinxes in the city by the lake.

Antigonish

By Hugh Mearns

Yesterday, upon the stair,
I met a man who wasn't there.
He wasn't there again today,
I wish, I wish he'd go away...

When I came home last night at three,
The man was waiting there for me
But when I looked around the hall,
I couldn't see him there at all!
Go away, go away, don't you come back any more!
Go away, go away, and please don't slam the door...

Last night I saw upon the stair,
A little man who wasn't there,
He wasn't there again today
Oh, how I wish he'd go away...

If asked to tell them more about "the creeping woman":

The curious thing is, she and I are quite similar in look and build. She no doubt preyed upon our similarities to do many dreadful things.

⌘ She may instead point to the investigator under the house's influence and say:
Why don't you ask them? She is right behind you.

This costs the investigators **0/1** points of **Sanity** and the affected investigator **1/1d2** points.

Why she spared her sister-in-law and daughter?:
{ At this point she breaks down, her demeanor of grandiose theatricality falters for a moment, as she bursts into tears, sobbing. }

Because they are real; they have to be real.

{ At this point, a porter will step in, and ask the investigators to leave. }

⌘ As the investigators are leaving, have one of the porters stop the influenced investigator. The porter apologizes, explaining that the investigator dropped some small token like a wallet or a

handkerchief, which the porter returns happily before sending the investigator on their way. As he or she tries to catch up, they bump into a stranger in the corridor. The stranger says "Ah, hello [investigator], how's things? Look, I can't stop, I have rounds, and the fellow on the door wouldn't let me in this morning, so I am running very late. Are we still on for Friday?"

The investigator most definitely has not met the stranger before. If the investigator answers yes, the stranger cheers "Good-o!", and skips off down the corridor. With a no, he frowns and answers "That's too bad. I was looking forwards to it".

If further questioned, the stranger' is suddenly overwhelmed with an inexplicable terror and he breaks away, disappearing of down the corridor, where he locks himself in an office. Should the investigator contact a porter about this event, the porters quickly gain entry to the office, and returns the stranger, a long-term patient at the sanitarium, to their room.

⌘ Dreams of a Lake and a City

For 1d3 days after any visit to the Bosworth House, the influenced Investigator suffers from night terrors. Surreal imagery fills these dreams and a sense of bored dread. Below are some examples of dreams that the influenced investigator might have. Should you need to generate new dreams for the Investigator, themes such as isolation, loneliness, alienation, and surrealism should be at the core of such dreams, while motifs such as facelessness, masks, puppets and clockwork automations, the color yellow, royalty (or other authority figures), and the stars should dominate.

Each of these dreams costs the influenced investigator **0/1D3** **Sanity** points.

You are alone on the streets of some ancient European metropolis, walking through winding lanes away from the main streets. Someone or something is following you. As is the way of dreams, you cannot see it, nor look back, but you are certain of its presence all the same. As you walk past ill-matching architectures, the streets get narrower, narrower, and narrower still, as they twist in on themselves, as though they form some glyph or rune when seen from above. It is getting closer, closer, and closer still, with each of your steps, as walking gets harder, harder, and harder still. Eventually you come to a dead end, and across where you were once sure the road should be, there is a mask shop, and however terrible the thing that followed you might have been, it would have been better to greet it than be here.

You are walking through the city, when you come across a hobo. He is shrouded in filthy rags, and holding out a gnarled and dirty hand, begging for coin. You do not stop; suddenly his hand strikes out, grabbing yours. You look down to pull your hand away, only to meet his gaze. His face is strange, indistinct, as though his features are made of melting wax. Only his eyes are sharp... piercing... hauntingly familiar, though you cannot place them or their owner. You pull away, and while the rest of the day passes in a flash, you cannot shake the man's eyes, not until you get home. It is there, looking into the bathroom mirror, that you realize where you have seen those eyes before.



You stop to watch the play, amidst the crowds of the city. Zeppelins pass overhead, trailing banners celebrating the coronation. The actors are young women of the old Queen's court, now dressed in rags and tatters. They speak their lines with the sureness of a life in court and, though you have seen the play a hundred times, the words still move you. Finally, the scene comes close to its end. In unison, they look out, repeating the Queen's last words. "Not upon us, oh King! Not upon us!" The play done, they raise their revolvers in unison, ending their own lives. Everyone applauds, and the next troupe step up, revolvers clasped in their left hands, beginning the play anew.

You make your way up the winding stairs to Mecurio's flat. The old clown is no doubt drunk again, as he has been every day since the Queen's abdication. The room is in a state, and Mecurio is more so. He sits cross-legged, opening a new pack of cards, which he searches through carefully; they are beautiful, each one hand painted in a different style and hand, all the colors of the rainbow, depicting every one of the Greater and Lesser Arcana.

Mecurio, shuffles them with the greatest of care, and then lays them face down, one at a time. King – each card turns up an identical, printed King of Hearts. He continues until the whole pack is gone. You cannot see how he palms the cards, such is his skill, and you cannot help but ask.

"Mecurio, how do you do that trick?"

He looks up at you, with tears of blood running down his cheeks, offering the same answer he gives you every day.

"There is no trick."

The End?

There is no fixed end to this scenario. The Bosworth House's uncertain influence over its single investigator victim can end any number of ways, depending on how your players react to the ambiguous menace posed by the home. Some players may enjoy the uncertainty and open-ended mystery while others may demand some resolution of greater finality (if not clarity); tailor your approach to concluding the scenario to your group's interests.

With that in mind, here are the most likely end-points for this scenario:

➤ Abandonment

The investigators will eventually run out of leads. The investigators, including the affected one, will lose interest and move on to other mysteries.

Allow them to do so, perhaps recalling the mystery of Thomas Hannigan's murder at some future point if you think it might raise the investigator's interests. Margaret Hannigan might inexplicably vanish from the Arkham Sanitarium or another murder may occur in the Bosworth House.

➤ Madness

Should the affected investigator suffer enough *Sanity* loss to go temporarily insane they will become obsessed with the Bosworth House, unwilling to abandon their pursuit of the house no matter what their comrades do or say. The deranged investigator will devote all their energies to researching the house, its current and former residents, its architect, etc. Unless stopped by their companions,



the investigator will either seek to destroy the house or may in fact disappear into it into Carcosa (see below).

Hopefully the affected investigator's companions will act before such extremes are reached. However they stop their friend should be role-played out instead of devolving to a few die rolls – whether it is private therapy or commitment to an asylum, allow the players to work these out between them.

One possible outcome is the affected investigator might actually persuade others that the Bosworth House is a real

threat, despite any clear-cut proof; this is *Call of Cthulhu* after all.

➤ **Destruction...**

Of the House: The affected investigator (or possibly investigators) may act against the Bosworth House. Destroying the house is a relatively simple matter, though finding a way to do so without being caught is much more challenging. The Arkham Fire Department will no doubt investigate any fire at the house and will uncover all but the most cunningly engineered arson. Likewise, Joshua Whateley depends on the house for an important part of his income and will certainly be suspicious of the investigators if he had any inkling of the investigator's unusual beliefs about the house.

One complication might be Margaret Hannigan herself – she could inexplicably escape from the Arkham Sanitarium and appear to help or impede the investigators pyromaniacal schemes. Or the creeping woman might make an appearance...

Of Themselves: Should an affected investigator be driven mad by the house, they may become obsessed with solving its mysteries rather than simply destroying it. Eventually, without the help of their friends, they will succeed. Once an investigator loses more than 20% of their current Sanity to the house,

they may use it as a one-way portal into Carcosa.

The investigator will withdraw from day-to-day life to complete their “research” for a period of 1d4 weeks. At the end of this time they might contact friends to say farewell or to distribute some important items. Once this distribution is complete, they will enter the Bosworth House at the first available opportunity.

Should they be followed, everyone in the house will experience the weird effects once formerly confined to the affected investigator. Following the affected investigator proves difficult as the house begins to warp into the dream expanse of Carcosa. Again, Margaret Hannigan or the creeping woman might make an appearance.

It is left to the Keeper to work out the details of the investigators incursion into Carcosa and whether or not the affected investigator can be located or rescued. This will no doubt be an adventure of its own.

A Conclusion and a Beginning

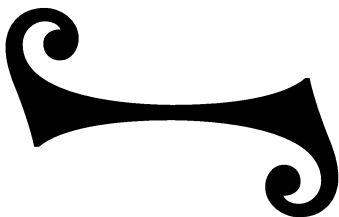
Two months after the murder, a young Polish family moves into the house, though they do not stay long, and the house continues on in its ambiguous passage through Arkham's history.

I do not know what use Thomas thinks it will be to have me secluded here, unable to work, and unable to have good and stimulating company. Nevertheless, Thomas is my husband, and a doctor too; an expert in matters of medicine, so there really is no arguing with him on this. I have managed to ensure that I shall be able to keep on maintaining my diary. It may exhaust me to do so, but I have not let Thomas know that, so he feels no need to stop me. This new house is lovely, if a little far from mother and father, not to mention any kind of society. This is a nice house, beautiful even, but it feels so lonely, like it has never been a home. That feeling isn't really helped by my current circumstance. When I am better, I really must see to having something done about the wallpaper in here, though.

Handout #2

It is silly I know, but I am sure I saw something moving behind the pattern of that horrible wallpaper when I woke. I know it cannot be true, but it would be the making of a wonderful story. I can't get the idea out of my head, but I also cannot really write. Perhaps if I talk to Thomas, he'll let me get up and work properly.

Handout #3



Doctor Slain in West Arkham.

At 7 o'clock last evening, the Arkham Police were called to an address in west Arkham, at the report of the murder of Dr. Thomas Hannigan. The doctor's body was discovered on the scene, the deed allegedly having been performed by his spouse, Mrs. Thomas Hannigan. Mrs. Hannigan has been transferred to the Arkham Sanitarium for observation.

A source with the Arkham Police reports that Dr. Hannigan was killed with a knife and that the motivation appears to stem from an outburst of insanity on the part of Mrs. Hannigan.

Dr. Hannigan, originally from Boston, moved to Arkham several years ago to practice medicine. He is survived by his wife Margaret, daughter Tabitha, sister Elizabeth, and several other family members in the Boston area. Funeral details are pending

Handout #1

I must not give into fancy; how I wish I could write properly. Dr Dwight always said the things I sometimes see are by just my imagination, and truly I had forgotten how hard it is to be sure what is real, and what is not once an idea takes hold of me like this. However, I should be okay, after all, All reason and logic tells me that a creeping woman can't be real.

Handout #4

She came again in the early hours, I tear away at the paper wherever I see her, but she comes back. She has taken my place in Thomas's affections, I am sure. Convinced him I am mad, but I am not. She creeps around the room each night, and I scream at her to go away. If I see her again, I shall kill her and Thomas with her.

Handout #5

Annotated Scenario Bibliography –

Arkham Scenarios

What follows is a list of all the published – either in print or online – scenarios set all or in part in Arkham during the ‘Classic’ era (roughly the 1920s). Scenarios in which investigators are members of a Miskatonic University sponsored expedition will be covered in a future bibliography (unless of course said scenario occurs at least partially in Arkham) and will be excluded from this list. Other scenarios that simply state that the investigators have traveled from Arkham or otherwise use Arkham as their start point but do not use the city in any way have been omitted.

Notes: Scenarios marked with an † only use Arkham as a secondary location; scenarios marked (PDF) are available freely as PDFs.

For information about particular sources, including their present availability, please refer to the Keeper’s Guide to Lovecraft Country, available soon from the Sentinel Hill Press website – wordpress.sentinelhillpress.com.

Abduction in Arkham

(Dagon #6)

by Carl T. Ford

Summary: This scenario is a sequel of sorts to H.P. Lovecraft's story "Dreams in the Witch House." A great-great-grand daughter of Keziah Mason, having gained possession of her ancestor's notes on witchcraft has plans to resurrect the elder witch by performing a ritual on Walpurgis Night. To this end she has purchased the old Witch House and has kidnapped a local 5 year old boy whom she plans to sacrifice to gain the services of 'The Black Man.' The Investigators become entangled in these schemes when they are approached to investigate the boy's disappearance.

Locations: Arkham (see note)

Entities: A witch's rat-thing familiar, a novice witch

Tomes: *The Diary of Frank Elwood* (summarizes the case of Walter Gilman)

Notes: Includes a map of the interior of the Witch House (different to the one found in "Arkham Unveiled")

Alone Against the Dark †

(Alone Against the Dark)

by Matthew J. Costello

Summary: This solo scenario begins in Arkham, but spends only a short time in that city setting up the

scenario's initial premise before hurtling into a globe-trotting scenario to save the world. The Professorial first Investigator character receives a telegram from Athens informing him of the arrest of a colleague, nominally for "antiquity theft." Within the scenario Arkham is used primarily as a location at which research can be undertaken and plans made for travels abroad.

Locations: Arkham (1931), Boston, New York, Athens, Egypt, Bremen (Germany), Antarctica

Entities: (none in Arkham, but elsewhere: Hound of Tindalos, Mummies, Ghosts, Ghatanothoa, other many unnamed horrors)

Tomes: *Die Mythe, Cultes des Goules, Liber Ivonis, Marvels of the Spirit World, Nameless Cults, Pnakotic Manuscript, Le Culte d'Aten, Die Goules*

Notes: The format of this adventure is not a fully-fledged scenario but something similar to the "Fighting Fantasy" books popular in the 1980s. One interesting innovation presented in this book (and particularly suited to *Call of Cthulhu*) is that the death of the player's character does not necessarily mean the end of the adventure. Rather, upon character death the player can pick up the story with a subsequent Investigator character that was somehow associated with the (now-dead) previous protagonist. There are a total of four linked characters provided.

And the Dogs Shall Know You

(The Arkham Evil)

by John Diaper, Bob Gallagher, Steve Rawling, Ed Wimple⁷

Summary: The culmination of a long and elaborate plan of Nyarlathotep to open a gateway between dimensions has brought several disparate elements together in Arkham. A horrible spawn of the Outer God haunts the streets committing a spree of strange murders, each performed by literally aging an innocent victim to death. Although not obvious, each of the victims has a connection to an asteroid fragment recently recovered by the MU Physics Department, energy from which forms an important part of Nyarlathotep's scheme.

Locations: Arkham (Sep-Oct, 1923); earlier two chapters in the campaign visit the Appalachian Mountains and Arizona.

Entities: Nyarlathotep's Spawn

Tomes: None

Notes: The "Arkham Evil" campaign is structured in a loosely-coupled way: its first two chapters appear unrelated but each sets up one element (the birth of Nyarlathotep's Spawn, the discovery of the asteroid fragment) crucial to the final confrontation that occurs in this scenario. Includes a brief pre-Herber characterization of the MU Physics Department and the Arkham Police Force.

Arkham General

(The Dreaming Prince; monograph)

by Teague Avent

Summary: The investigators are hired to examine the remains of an old abbey(!) on the outskirts of Arkham in advance of its purchase and become entangled in a murder mystery involving Yithian mind-swapping.

Locations: Arkham

Entities: Yithians, Mi-go

Tomes: *The King in Yellow*

Notes: This scenario draws little from Arkham as defined by Keith Herber et al., for example it places much of the action at the heretofore unknown Arkham General Hospital rather than St. Mary's.

Behold the Mother

(Dead Reckonings)

by Richard Watts

Summary: A young woman is found dead in Arkham, leading investigators to the trail of a Shub-

Niggurath cultist from Dunwich and her plans to unleash a malign new godling upon the world.

Locations: Arkham, Dunwich

Entities: A witch, her deformed son, her nightmarish demigod grandchild, and possibly Shub-Niggurath herself.

Tomes: *Nameless Cults* (Bridewell edition)

Notes: A strong scenario using both Arkham and Dunwich well, the scenario has the possibility for the investigators to seek out the witch on her walk from Dunwich to Arkham. The victim may be introduced during early scenarios, making her death more shocking.

The Benighted †

(The Thing at the Threshold)

by Paul McConnell

Summary: Action in this campaign-chapter is split between Lovecraft Country (where it begins) and locations in England (where it proceeds thanks to a trip through a Gate). The Investigators receive a letter from a famous explorer, recently returned to America following an expedition that seems shrouded in mystery. The request is simple: he wants them to make an after-hours visit to the Miskatonic University Library to conduct some research on his behalf. During this mission, however, a byakhee attacks apparently on a mission of its own.

Locations: Arkham, Davenham, MA, Southern England (Tearmouth: a fictional village in Dorset "near" the real Durdle Door, Dartmoor)

Entities: Byakhee, Deep Ones

Tomes: *Unaussprechlichen Kulden*

Notes: In a rather atypical turn of events, the Investigators are given a key to the University Library, with which they can simply let themselves in after hours. The section of the library they have been directed towards (a classroom at the rear left on the library building's first floor) is close to a secret subterranean secret vault used by the University to secure "certain valuable artifacts". The byakhee which arrives then smashes into the hall via a stained glass window and demolishes a wooden panel uncovering the granite steps leading down into "ancient foundations."

The Black Cat

(Worlds of Cthulhu #2)

by Inigo Ahrens (trans. Bill Walsh)

Summary: The cat community of Arkham is in uproar -- someone has started a spree of cat-murders, linked by the fact that the heart of each cat-victim has

⁷ The author of the scenario is unclear. Listed authors are for the book as a whole.

been cut out. An investigation leads ultimately to a notorious Arkham eccentric called Fester Montague. This untalented sorcerer has accidentally brought a Cat From Saturn from out of the Dreamlands and into waking Arkham. This heinous beast yearns to return home and is committing the murders in an effort to supply Montague with the ingredients for a "witches' brew" which will bring this about.

Locations: Arkham

Entities: A mad occultist, Cat from Saturn

Tomes: Fester's knowledge of the Dreamlands comes from perusing a grimoire called "Petersen's Field Guide to the Creatures of the Dreamlands"

Notes: This scenario is written to be played as per "Cathulhu", an alternate version of Call of Cthulhu in which the investigators are cats. The scenario could alternately be played by normal humans, though certain scenario elements and avenues of investigation (i.e. interviewing animals) would need to be altered.

The scenario makes good use of several locations described by Keith Herber, including: Brayfriar's Church on French Hill, Keenan's Laundry, the waterfront, and the Unvisited Island. It also invents the legend of "Old Arthur" a black dog during Civil War times who brutalized the cat community. A number of other original Arkham characters (human and cat) are also described.

Bless the Beast and Children

(*Adventures in Arkham Country*)

by Todd A. Woods

Summary: A deranged, defrocked priest seeks to bridge the gap between humans and the deep ones (a race he in his delusion views as benevolent) by kidnapping human children and raising them with deep ones and hybrids. Investigators are hired to locate his most recent victim and uncover his insane scheme.

Locations: Arkham, Falcon Point

Entities: Hired thugs, a lunatic ex-priest, Deep Ones and Deep One hybrids

Tomes: None

Notes: Includes a more detailed map of Falcon Point, a small fishing settlement south of Innsmouth.

The Books of Uncle Silas

(*H.P. Lovecraft's Arkham*)

by Mervyn Boyd

Summary: Uncle Silas, a distant and unknown relative of one of the Investigators, dies in Arkham leaving an inheritance for his sole heir. Silas' most

prized possession -- his library of extraordinary books -- was not only the cause of his death, but some decades back also the genesis of a bitter and bloody feud within the family which placed a ruthless and covetous brother in an institution for the criminally insane. With Silas' death, and the brother's recent escape, there is suddenly considerable interest in the books of Uncle Silas ... but is it already too late for the Investigators to find them?

Locations: Arkham (in the "late 1920s"), Boston

Entities: Star Vampire

Tomes: *My Understanding of the Great Booke* (1641), *Monstres & Their Kynde* (16th century), *Cthaat Aquadingen* (1783), "an untitled handwritten book in no known language or cipher", (six issues of "Neighbor Conklin's Arkham Almanac", 1923-1926, paperback)

Notes: The scenario is specifically designed for beginner players; it also includes an abundance of mythos tomes. Assumes one Investigator is an orphan approximately 33 years old (a relative of the titular character). The Arkham house of Uncle Silas is "on the Aylesbury Pike".

Canis Mysterium †

(*Canis Mysterium*)

by Scott Haartman

Summary: The investigators are asked to go to Coldwater Falls, a mill town west of Arkham along the Miskatonic River to investigate a man who thinks that he is a dog (and has murdered and partially eaten a child). Discovering the cause of his madness leads the investigators to a dangerous madman seeking to destroy Coldwater Falls and his inhuman patron.

Locations: Arkham, Coldwater Falls

Entities: Human lunatics, an angry mob, wolf-dog hybrids, a Ghoul

Tomes: *The Baupame Pages*

Notes: Set in the fall of 1930. Coldwater Falls is a creation of the author and is placed (contra *HPL's Dunwich*) between Dean's Corners and Dunwich along the Miskatonic River.

The Condemned

(*Arkham Unveiled*)

by Keith Herber

Summary: An accident releases a malign wizard, long imprisoned since Colonial days. Soon he begins to enact his murderous revenge on the descendants of the men who imprisoned him as well as recovering the magical goods that once belonged to him.

Locations: Arkham

Entities: An immortal sorcerer, a Shoggoth, various magical resurrectees, Quachil-Uttaus

Tomes: *The Testament of Carnamagos*

Notes: The villain of the piece is a very dangerous opponent, even without considering his captive shoggoth.

Consumption

(*The Island of Ignorance*)

by Brian Sammons

Summary: The investigators stumble across evidence of a cannibal cult operating secretly within Arkham society in the form of a fatally wounded young woman. Presumably the investigators will seek to find and destroy the members of the cult and in doing so are likely to suffer its wrath. As most of the cultists are well-connected and well-regarded citizens, the investigators have a difficult and very dangerous task set out before them.

Locations: Arkham

Entities: Cannibal cultists

Tomes: *Regnum Congo*

Notes: A sequel of sorts to “A Picture in the House”. Contradicts entries **825** and **826** from the Dunwich sourcebook in which the cannibal from that story is named Israel Bishop and resides near Dunwich.

The Curse of Anubis

(*The Taint of Madness*)

by Michael Tice, Shannon Appel, and Eric Rowe⁸

Summary: The aged archaeologist Christopher van Horn has been committed to the Arkham Sanitarium after several violent outbursts associated with his delusion that jackal-headed servants of Anubis are stalking him. In fact, he has drawn the interest of Arkham’s ghouls, drawn to the magical power of three occult artifacts associated with an ancient Egyptian ghoul cult that have recently come into his possession. The investigators are tasked to prove the old man is sane and to protect him from the ghouls who still seek his accursed artifacts.

Locations: Arkham

Entities: Hired thugs, Ghouls

Tomes: *The Ghoul Cults of Bubastis*; investigators may also consult the *Cultes de Goules* at Miskatonic University.

Notes: The scenario is preceded by a detailed description of the sanitarium, including statistics for

some of its staff and patients, as well as a map of the building.

The scenario itself is somewhat thinly sketched, with no statistics provided for the ghouls, very little information about the trio of ghoulish artifacts, and only the barest statistics for the new tome *The Ghoul Cults of Bubastis*.

(Keepers looking for more information on this cult should consult “The Sacred Flame of Bubastis” from *Worlds of Cthulhu* #4.)

Dark Rivals

(*Dead Reckonings*)

by J. Todd Kingrea

Summary: A man falsely accused of murdering a local mortician leads the investigators into a rapidly growing feud between Arkham’s resident witch cult and ghouls over control of the ghouls’ tunnels beneath Arkham.

Locations: Arkham

Entities: Ghouls, witches, Byakhees

Tomes: None

Notes: A good introduction to the existence of the witch cult; a map of the abandoned Imperial Theater is provided.

Darkness Illuminated

(*The Island of Ignorance*)

by Jon Hook

Summary: The investigators are asked to look into a family’s concerns about the experimental treatment their son received to cure his blindness. Investigating the goings-on at St. Lucy’s School for the Blind in Arkham, they discover that the staff there have been experimenting with alien technology with unexpected and increasingly deadly consequences.

Locations: Arkham

Entities: Unscrupulous scientists, Assorted Mi-go, Yuggothian Thralls

Tomes: A journal of alien medicine

Notes: The scenario presents an interesting moral dilemma, as the human antagonists are in some ways worse than the Mi-go they have taken captive.

Dead of Night

(*Arkham Unveiled*)

by Keith Herber

Summary: The discovery of a skeleton in the basement of a demolished mansion leads the investigators to discover a murder committed decades

⁸ The author of the scenario is unclear. Listed authors are for the book as a whole.

ago was not the worst crime Jason Checkley committed. The construction has released his three undead children into Arkham, forcing the investigators to hunt them down and destroy them before they can do serious harm.

Locations: Arkham

Entities: Zombie children

Tomes: *The Nyhargo Codex*, *The Dhol Chants*

Notes: The scenario includes a detailed map of Christchurch Cemetery.

Dead Leaves Fall †

(*Dead Leaves Fall*; monograph)

by Simon Yee

Summary: The investigators are asked to recover several pages stolen from a Mythos tome, discovering a cult (The Fellowship within the Water) bent on summoning their unholy god and transforming themselves into something inhuman. The investigators may be aided or hindered by a doctor who has learned the horrible truth of the cult

Locations: Arkham, Foxfield

Entities: Children of Chaat, Deep Ones, Chaat

Tomes: *The Cthaat Aquadingen*

Notes: The scenario begins in Arkham, but after an initial encounter and some possible research, the remainder of the action shifts to Foxfield.

The Devil's Agents

(*Halloween Horror 2*; monograph)

by Shawn Proctor

Summary: An inversion of usual Call of Cthulhu scenarios, the investigators are members of a nascent Shub-Niggurath cult in Arkham and go about the usual sort of cult business – stealing rare book and magical components as well as kidnapping victims for sacrifice.

Locations: Arkham, Dunwich, Salem

Entities: Dark Young of Shub-Niggurath, Shub-Niggurath

Tomes: *Mysteries of the Worm*

Notes: Obviously this is intended more of as a one-shot scenario rather than campaign play, but the cult may be reused.

Rules are included for playing characters with negative Sanity. The Dunwich section includes stealing a dagger from a museum... certainly an unusual feature in that rustic locale.

Fans of *Shawn of the Dead* may also find the choice of certain character names distracting.

The Devourer

(*Lurking Fears*)

by Michael Szymanski

Summary: Professor Draper, from Miskatonic University's geology department, has disappeared. The investigators are tasked with locating the missing geologist by a friend, in the process discovering an alien entity that threatens to engulf our world. The pursuit of the creature ranges throughout Arkham, as the monster has the power to mimic human and animal shapes and its very touch spreads its contagion.

Locations: Arkham

Entities: the Devourer and its assorted fragments

Tomes: None

Notes: A scenario very much inspired by *The Thing*. The Devourer is a very dangerous opponent and there is a good risk of a total party kill because of its rapidly fatal infectious nature; the Keeper may wish to downgrade this effect.

The Dig †

(*Terrors from Beyond*)

by Brian Sammons

Summary: Miskatonic University students participate in an archaeological, anthropological, and botanical research expedition in Dunlow, Massachusetts, a rural farming community. When they discover traces of the Hyperborean people, mayhem ensues. Arkham appears only at the very start of the scenario.

Locations: Arkham, Dunlow (a small village 30 miles west of Arkham, north of the Miskatonic)

Entities: Voormis, Parasitic Spawn of Tsathoggua, malevolent rustics, diabolical academics

Tomes: *The Black Tablet*

Notes: Like "Watcher in the Valley" below, archaeology is always a dangerous profession. A large number of NPCs might challenge some keepers, but the scenario's use of non-traditional investigators (MU students rather than detectives and professors) is a welcome and interesting change. Should the villain of the scenario escape, they may provide the impetus of a short campaign.

The Edge of Darkness †

(*Call of Cthulhu* rulebook, vers. 5 and 6)

by Keith Herber

Summary: The investigators are summoned to the death bed of Rupert Merriweather, who requests they

deal with a supernatural entity that he and a group of like-minded occultist inadvertently summoned in their youth. To that end they are given his journal from those days, a key to a farmhouse near Ross's Corners, and curious golden Egyptian coffer. At the farmhouse the investigators discover that the dying man's fears were quite legitimate as the thing that he and his friends called up has now been freed.

Locations: Arkham, Ross's Corners

Entities: A startled hobo, the Lurker in the Attic, reanimated corpses

Tomes: *The Journal of Rupert Merriweather*, leads to tomes like *De Vermiis Mysteriis* and *The Zanthu Tablets*, though neither books is immediately available.

Notes: This scenario was deliberately constructed to include links to future scenarios and provides several unresolved leads, such as Nephren-ka and to occultists in New Orleans.

Faculty Party

(*Plan 09 from Halloween*; monograph)

by Jon Hook

Summary: Boston's Hermetic Order of the Silver Twilight has a long-term plan to infiltrate the MU English Department as a means of gaining access the University's forbidden tomes. The first step in this plan involved "buying" a Teaching Assistant position in the department and installing a young cultist in the role; the plan is to leverage that into escalating privilege through nefarious means, whether romantic or murderous. The investigators stumble into these machinations while attending a faculty party, witnessing what seems to be a professor's grisly suicide.

Locations: Arkham

Entities: Hound of Tindalos, Shoggoth

Tomes: None specifically named

Notes: Scenario includes a new spell "Create Ward of Naach-Tith" which is a variant of the "Create Barrier" spell of the same name.

Fade to Grey

(*Tales of the Miskatonic Valley*)

by Scott David Aniolowski

Summary: Students from Arkham and Kingsport have gone missing, leading investigators onto the trail of several suspects, including the actual responsible party. Unfortunately stopping his crimes requires more than simple sleuthing, as he possesses a most unusual artistic talent (as well as a malign insect in his head).

Locations: Arkham, Kingsport

Entities: A psychotic killer, Insects from Shaggai, various illusory dream monsters, "Amorphous Thing", "Billy", Cat from Saturn, Dream Basil Ives

Tomes: *Massa di Requiem per Shuggay*

Notes: This scenario is in part inspired by the novel *The Picture of Dorian Gray*.

Fear in a Bottle

(*Dead Leaves Fall*; monograph)

by John A. Amlack

Summary: The investigators are drawn into the mystery of a theft from the M.U. Exhibit Museum, uncovering a serpent man sorcerer's plan to revitalize his ophidian species by mating with the offspring of Tsathoggua.

Locations: Arkham

Entities: Degenerate Serpent Folk, Ghouls, a Serpent Man, Sfatliclp, a Zombie

Tomes: *The Pnakotic Fragments*, *The Kranorian Annals*, the journal of a Serpent man (in Aklo)

Notes: Set during the Stock Market Crash of 1929.

Freakshow †

(*Tales of the Miskatonic Valley*)

by Kevin Ross with Todd Woods

Summary: Mishaps and accidents plague the Nichols Carnival as it travels from town to town in New England. These accidents are caused by a group of Deep One hybrids who are hoping to force the carnival to return a juvenile of their race currently on display. The investigator's work is complicated by an unscrupulous professor from Miskatonic University who wants the little Deep One himself.

Locations: Arkham, Bolton, Aylesbury

Entities: Deep One hybrids, deranged carnival folk, show horses, a chimpanzee, and a lion, a little Deep One

Tomes: None

Notes: The scenario is primarily set in the carnival which retains its set-up regardless of location. Arkham is the first site of the carnival but it plays little part in the scenario. The scenario unusually portrays the Deep Ones as not wholly unsympathetic.

Gate from the Past

(*The Asylum and Other Tales*)

by John Scott Clegg

Summary: Elder Things attempting to escape the revolt of the shoggoths create a time gate in Arkham

near the Old Wooded Graveyard. Chronological anomalies attract the attention of investigators, possibly leading a fight with the elder things, half-a-dozen shoggoths, and a hungry dinosaur.

Locations: Arkham, the late Jurassic era

Entities: Elder Things, Shoggoths, a Ceratosaur

Tomes: None

Notes: A curiosity from the earliest days of Call of Cthulhu, this death-trap of a scenario was written before *Arkham Unveiled* and contradicts it at several points. Additionally the word “cemetery” is repeatedly misspelled.

Halloween Nuit

(*Plan 09 from Halloween*; monograph)

by Oscar Rios

Summary: It’s the day before Halloween and the Investigators have been invited to an function celebrating the arrival in Arkham of a visiting Egyptian exhibit from The Cairo Museum, which features the mummy of a notable court astrologer. When the discovery is made that several items have been stolen from the mummy (actually a prank pulled by a student), the investigators are hired to solve the embarrassing mystery. The mummy, however, is not as dead as everyone believes and it too has ambitions to find whoever stole its belongings and get them back ... though its methods are less conventional. The end result is that at this year’s Halloween frat parties, some of the costumes are really very convincing indeed.

Locations: Arkham (1929)

Entities: Children of the Sphinx, ancient astrologer mummy (a worshipper of Shub-Niggurath)

Tomes: None

Notes: A minor plot point in the scenario revolves around the rivalry between Arkham’s Mayor Peabody and current election rival MU’s Dr. Wainscott (described in “H.P. Lovecraft’s Arkham”). There is, however, a slight inconsistency of dates – this scenario takes place around Halloween 1929 whereas the Mayoral vote contested by Peabody and Wainscott would, by Herber’s descriptions in the Arkham sourcebook, have taken place on November 6, 1928 (with the next election being November, 1930).

Hands of a Living God

(*The Unspeakable Oath #13*)

by Daniel Harms

Summary: A worried friend sends the investigator a curious artifact recovered near Arkham, leading to

the investigator being relentlessly chased by a supernatural foe.

Locations: Arkham

Entities: Keeper of the Yellow Sign

Tomes: *The King in Yellow*, *Thaumaturgical Prodigies in the New English-Canaan*

Notes: The scenario, as written, is intended for a single investigator and Keeper, and stresses the isolation and vulnerability of the single investigator. While the introduction says the scenario can be run in either the Classic or Modern era, some adjustments are required to the text as written.

The Hills Rise Wild †

(*Arkham Unveiled*)

by Keith Herber

Summary: The hunt for a fallen meteorite draws the investigators a remote spot near Dunwich where they encounter a malevolent and murderous local.

Locations: Arkham, near Dunwich

Entities: A psychotic killer, the “goaskoi” (an animated carved totem)

Tomes: None

Notes: While the scenario begins in Arkham and is organized by a Miskatonic University professor, the vast majority of it takes place on a small farmstead in Dunwich.

Hope

(*Halloween Horror Returns*; monograph)

by Bob Brinkman

Summary: In this one-shot scenario, players take on the roles of cultists who become aware of a ritual mask associated with Cthulhu (The Mask of Icthyulhu), currently in the possession of a team of typical Mythos Investigators who recently retrieved it from Brazil. Being fanatical cultists, the player characters seek to obtain this mask. This effort is however complicated by the fact that the original Brazilian cult which worshipped the artifact has also sent a team to Arkham to obtain it by any means.

Locations: Arkham (1924)

Entities: Unfortunate investigators

Tomes: None

Notes: The scenario includes a pre-generated set of four cultist characters. An optional encounter involves a rather anachronistic import store near the Arkham riverfront called “Third Eye Imports” (run by Terrance Power), which is the sort of place cultists go to buy obscure ritual accessories.

The Hopeful

(*More Adventures in Arkham Country*)

by Oscar Rios

Summary: Arkham's Andrew Fisher is widely anticipated to be a part of the United States' Olympic swim team for the upcoming Amsterdam Olympics. He hires the investigators to discover the source of the unexplained trust fund that has provided for him since the death of his parents. This research discovers Andrew's tragic connection to the Marsh family of Innsmouth... and also unleashed the wrath of Fisher's mystery benefactor, putting their lives, and Fisher's, in danger.

Locations: Arkham, Innsmouth

Entities: Deep One Hybrids and associated human mobsters, overzealous G-Men

Tomes: None

Notes: An excellent alternative introduction to Innsmouth instead of "The Crawford Inheritance".

In a Different Light (PDF)

(*Cthulhu Reborn website*)

by Dean Engelhardt

Summary: In an effort to improve his popularity with the poor folk of French Hill in the run up to the election, Arkham's Mayor Peabody has commissioned electric lighting be installed along a stretch of Walnut Street. What nobody could know is that the brilliant Boston scientist whose new ultra-efficient design was chosen for the task only achieved his spectacular engineering feats by incorporating an arcane powder into the construction of his electric lamps. When sensitive folk around Walnut Street begin to develop the ability to see those true horrors which exist forever just beyond the veils of human perception, some go mad while others are devoured by the things they have seen. The investigation leads to Miskatonic University, Boston and ultimately to a ghost town in a remote area of Lovecraft Country.

Locations: Arkham, Boston, Crawford's Rise

Entities: Denizens of the Spaces Between, "The Sleeper" -- an unnamed minor Great Old One

Tomes: Allusions to the Liber Ivonis

Notes: Inspired by the story "From Beyond". The location of the ghost town Crawford's Rise and the nearby "Eye Bone Hill" are somewhat vague; it is in Essex county somewhere west of Arkham and about 2 miles from the larger town of Sudbury.

The Inheritor †

(The Thing at the Threshold)

by Paul McConnell

Summary: Hired to debunk claims of supernatural events at a "haunted house" in Davenham, Investigators soon learn that neither the young man who owns the property nor the man who hired them are what they seem to be. A decade ago a horrible "accident" in the house led ultimately to the young man becoming an orphan relegated to Arkham Sanitarium. But now that the young man has been discharged and seeks to return to the place of his birth, certain uncomfortable truths threaten to come to light: the true circumstances of his mother's death, the fact that his explorer father's meddling with Mythos forces was to blame, and the reason that the sounds "Tekeli-li!" haunted his young subconscious mind.

Locations: Davenham, MA; Arkham

Entities: Shoggoth

Tomes: *The Necronomicon*

Notes: Davenham, the main setting of this scenario, is a fictional Massachusetts town described as "moderate sized" and "middle-class". It is located "central to several local villages along the coastline between Arkham and the city of Boston." Its history stretches back to the 17th century and associates Davenham with "witchcraft, devilry and disrepute".

A Little Knowledge

(*Arkham Unveiled / Miskatonic University Guidebook*⁹)

by Richard Watts

Summary: Investigators are drawn into the strange death of Miskatonic University student Frank Charlton and discover that the experiments of Herbert West have been taken up by a new Reanimator.

Locations: Arkham

Entities: Resurrected parts, a mad scientist, a resurrectee

Tomes: None but the scientific notes of Herbert West and his imitator may be located, revealing the secrets of his dread formula.

Notes: This scenario is intended for inexperienced investigators and has only one scene involving any physical danger.

⁹ This scenario appears in the original *Arkham Unveiled* but not in either *The Compact Arkham Unveiled* or *H.P. Lovecraft's Arkham*. It then later appeared in *The Miskatonic University Guidebook*.

The Little People

(The Fifth Edition Keeper's Kit)

by Keith Herber

Summary: Danny O'Bannion instructs members of his crew to recover a ring owned by a recently deceased associate. The investigators discover a supernatural connection between the deceased and a group of not-so-welcome migrants from the Old Country; a race of diminutive creatures from Irish legend called the Little People.

Locations: Arkham

Entities: The Little People, a banshee, various mobsters

Tomes: None

Notes: The investigators are assumed to be members of Danny O'Bannion's crew and pre-generated mobsters are provided. Since the Little People can only be seen by the very young or those under the influence, the large number of automatic weapons available to the party may alarm Keepers. Additional information about Arkham's sewer system, (including several diagrams) is also provided.

The Lost Temple of Yig †

(d20 Call of Cthulhu Gamemaster's Pack)

by Aaron Rosenberg and Dustin Wright

Summary: This scenario begins in Arkham when the Investigators learn of a recent expedition to Brazil which photographed a previously-unknown temple from the air -- a mysterious discovery as this precise location had previously been surveyed without the temple being seen. Two factions are interested in gaining access to this ancient ruin -- the Professor who made the discovery, and Danny O'Bannion head of the Arkham mob. The former hires the Investigators to mount an expedition to the Amazon to explore the site, but a number of dramatic events (including the mid-flight death of their pilot by snakebite) turn the trip quickly into a desperate race.

Locations: Arkham (1933), the Brazilian Amazon

Entities: Children of the Yig, Serpent Men, Yig

Tomes: None

Notes: Stats are given as per the d20 Call of Cthulhu system.

This is a very "pulpy" scenario (the scenario mentions this as a style of play for which Chaosium will be releasing a sourcebook "in the near future") which aims to emulate an Indiana Jones / Doc Savage style of adventure. It is suggested the Investigators be members of a US-wide organization of "daredevils, scientists and adventurers" called the Vanguard Club. This society is described elsewhere in the booklet

(and a particular description given of its Arkham branch), with a promise that more information will be provided in Chaosium's *Pulp Cthulhu* sourcebook.

The Maps and Charts Room of the Orne Library (located on the third floor) is described in some detail.

Mary

(Before the Fall)

by Mike Lay

Summary: The investigators are hired to find the child a woman gave up for adoption more than twenty years ago. Journeying to Insmouth they discover evidence leading them to Arkham, where they can find themselves endangered not only by Insmouth's hybrids but by their inhuman client.

Locations: Arkham, Insmouth

Entities: Deep Ones and Deep One hybrids

Tomes: Strange magnesium tablets written in R'lyeh glyphs, the contents of which are left to the Keeper.

Notes: Presents a most unusual Deep One in the case of 'Mary', who has more complicated motives than most of her aquatic brethren and prefers to live apart from Deep One society.

Missed Dues

(Missed Dues and Other Adventures; limited release monograph)

by Mike Mason

Summary: The investigators play the part of members of the O'Bannion gang, sent to shake down a free-lancing cat burglar who has committed several high-profile thefts in Arkham. They uncover the artifacts he has stolen to be connected to a powerful new cult.

Locations: Arkham

Entities: Servitors of the Outer Gods, Azathoth

Tomes: *The Power of the Universe*

Notes: Includes six pre-generated gangster characters.

The scenario introduces the Temple of Hope, a semi-religious organization recently arrived in Arkham with a chapter set up on French Hill (114 East College St). The Temple is a front for Azathoth worship. Also introduced are some of Arkham's sleazier establishments -- The North Side Speakeasy (on Garrison St) and Sycamores (Lower Southside) Published as part of a special monograph released in limited numbers at GenCon 2013; scenario written for the 7th edition rule set.

Must the Show Go On?

(Plan 09 from Halloween)

by Jason Williams

Summary: Bostonian stage magician Garlock the Great has a nefarious and cunning plan to obtain a rare occult scroll by tricking his female assistant into unknowingly making the Unspeakable Promise to Hastur on his behalf during a performance in Arkham. His plan goes awry when instead of being killed during the performance (thus fulfilling the promise), the assistant survives and goes on to transform into an Unspeakable Possessor, nightly killing hobos and other nightlife from Arkham's streets. The Investigators are enmeshed in this situation either as discoverers of the scroll delivered as part of the promise, or as the ones seeking to put a stop to the endless procession of murders.

Locations: Arkham

Entities: Byakhee, Tcho-tchos, an Unspeakable Possessor

Tomes: Sanskrit version of the Liber Ivonis (found only in the Great Library of Celæno)

Notes: Includes a brief description of some of the challenges to navigating Arkham's sewers.

New York City †

(The Complete Masks of Nyarlathotep)

by Larry DeTillio

Summary: Investigators may journey to Arkham as part of their investigations into the death of the investigative journalist Jackson Elias; there they may interview Professor Anthony Cowles, an anthropologist recently contacted by the late Jackson Elias. Cowles provides clues to further the campaign but the scenario contains no new information about Arkham beyond a description of the professor and his daughter.

Locations: Arkham

Entities: None

Tomes: None in Arkham

Notes: The Arkham sidelight was added in the 3rd edition of *Masks of Nyarlathotep*.

A Painted Smile

(Tales of the Miskatonic Valley)

by Richard Watts

Summary: The investigators run afoul of Hilda Francks, an aged doll-maker. When she dies accidentally her spirit lashes relentlessly against them via possessed dolls. With diligent research, the

investigators may be able to end Hilda's spectral attacks, but only if they are able to give her spirit the companionship it dreamed of in life.

Locations: Arkham

Entities: Possessed porcelain dolls, a vengeful spirit

Tomes: None

Notes: A generally free-form scenario consists of a series of possible encounters with Hilda's dolls as well as the fruits of investigation in order to put her spirit to rest.

The Pale God

(The Great Old Ones)

by Kevin Ross

Summary: The investigators are asked to come to the aid of an occult author investigating the old Martensen house in Arkham, a place surrounded by dark rumors. After he dies in a spectacular manner, they uncover the schemes of a cultist who fled from the Severn Valley to the United States. They have the opportunity to take a supernaturally short trip to the United Kingdom to go visit the cultist's god.

Locations: Arkham, Gloucestershire

Entities: The Brood of Eihort, Eihort

Tomes: *Martensen's Journal*

Notes: Includes notes on how to integrate with the other scenarios in *The Great Old Ones* into a sort of rough campaign.

The Plantation †

(Mansions of Madness)

by Wesley Martin

Summary: While driving in Arkham, the investigators inadvertently strike a child, slightly injuring him. The child insists they take him to see Professor Gist, brother of Caleb Gist, the master of the South Carolina plantation that they boy calls home. After a gun-battle at Gist's rented farmhouse southwest of Arkham, the action proceeds to the titular plantation where the investigators are trapped in a conflict between feuding Yig cultists, serpent people, and Yig itself.

Locations: Arkham, South Carolina

Entities: Thugs; In South Carolina - Assorted Yig cultists, snakes, Children of Yig a Serpent Man, an alligator, a titanic Serpent Person sorceress, Homunculi of the Snake Queen, Yig

Tomes: *Cultu Kukulcanos*, *Cult of Kukulcan*, *Papa Shapo*

Porphyry and Asphodel (PDF)

(Cthulhu Reborn website)

by Penelope Love

Summary: Dreams discover an enormous castle in the shape of a prone woman. Investigating the mysteries of the castle, the investigators find clues pointing them to a woman stricken with sleeping sickness currently being nursed in the Arkham Sanitarium.

Locations: The Dreamlands, Arkham

Entities: None in Arkham. In the Dreamlands Zoogs, Ghouls, Magah birds, a Man of Leng, Moonbeasts, giant wasps, Cats from Saturn, Hypnos

Tomes: None

Notes: This scenario assumes the investigators are already experienced with the Dreamlands. The Arkham portion is useful to the investigators but not essential to resolving the mystery.

Prologue †

(Beyond the Mountains of Madness)

by Charles and Jaynce Engan

Summary: As part of the beginning of this epic campaign, investigators can visit with Dr. Pabodie, one of the few survivors of the ill-fated Dyer expedition to Antarctica and view the exhibit museum's collection of artifacts recovered from the frozen continent.

Locations: Arkham

Entities: None

Tomes: None

Notes: Set in 1931, this small portion of the campaign describes in detail Professor Pabodie and the samples and artifacts recovered from Antarctica, as part of the investigators research into the upcoming Starkweather-Moore expedition.

Pursuit to Kadath

(The Pursuit to Kadath)

by Bob Gallagher

Summary: This lengthy scenario begins in Arkham, but very quickly departs on a globe-trotting adventure in pursuit of a possessed MU student (and son of a US Senator) who is hell-bent on performing a ritual in an obscure part of Turkey. The section in Arkham focusses on a prequel scene in which the Investigators attend the party at which an "innocent" session with an Ouija board leads to the student's possession, and the mystery of two crimes committed weeks later by the alien possessor. The first of these

involves a murder committed apparently by a disembodied arm; the second a bank robbery in which the perpetrator was apparently invisible.

Locations: Arkham (1923), New York, time at sea, Turkey

Entities: No mythos entities in Arkham, but elsewhere in the campaign it is possible to encounter vampires, Dragon Warriors of Yig and an Avatar of Yig.

Tomes: *Pnakotic Manuscripts* (though not in Arkham, it's in the NY Public Library).

Notes: Scenario includes a wealth of source material relevant to Arkham, including a rail schedule for the B&M via Arkham, a full MU curriculum, a pre-Herber map of the campus, a system for determining student income during character generation, information about types of student accommodation and a map of a typical student room. It also includes source material about hypnosis, Turkey in the 1920s, and sea travel.

The Reeling Midnight

(New Tales of the Miskatonic Valley)

by Tom Lynch

Summary: The investigators are asked to look into a pair of displaced Hungarian nobles – Zoltan and Ariadne Varga – recently encamped in Arkham. The younger of the duo is romancing (among others) the scion of the well-to-do Wilcox family. The pair, known for their lavish, nay decadent, parties, are most certainly up to no good; the malign gaze of Atlach-Nacha falling upon the lovely Ariadne complicates their affairs greatly.

Locations: Arkham

Entities: An avatar of Atlach-Nacha, Spawn of Atlach-Nacha

Tomes: None

Notes: This scenario provides an excellent entry-point for investigators into the more bohemian sides of Arkham society. Any number of Arkhamites might be encountered at one of the Varga's parties (the scenario includes several already), allowing the Keeper to place hooks to future scenarios with ease.

Some Keepers might wish to expand upon the hinted at (but unexplored in the text) Dreamlands elements underpinning the scenario. Additionally, Keepers who suspect their players might recognize the Mythological origins of the younger Varga's pseudonym should consider changing it to something a little less suggestive.

Regiment of Dread

(Tales of the Miskatonic Valley)

by Geoff Gillan

Summary: A war hero with a shameful secret plots to invoke malign magic to undo his past cowardice. Unfortunately the spell causes a bizarre deformation of the Civil War monument in Christchurch Cemetery. Things climax with a supernatural reenactment of the Second Battle of Bull Run.

Locations: Arkham

Entities: Servitors of the Effigy of Hate, reanimated corpses.

Tomes: *The Corpus Modus*

Notes: A rather linear affair with all but forcing the investigators to engage in a magically recreated Civil War battle (in which investigators cannot die).

The Return of the Magician

(Plan 09 from Halloween; monograph)

by Simon Yee

Summary: Five years ago, the once-famous Arkham stage magician Phineas Tormei died by his own hand after an obsessive career aimed at exposing fraudulent mediums and mystics. Before his death Phineas publicly declared that he would give half of his estate to anyone who could return his spirit from the death within five years. As the time draws near, a Moroccan gentleman – apparently Phineas' former stage assistant – has arrived in Arkham saying that he will not only resurrect the illusionist's spirit ... but bring his body back to life also. Worried she will lose half the magician's money, his widow asks the Investigators to travel to Morocco to discover what is really going on.

Locations: Arkham, Morocco

Entities: The Worm that Walks

Tomes: True Magick

Notes: This scenario ties in closely with material in "Secrets of Morocco" although some effort has been made to allow Keepers to run it without having access to that book.

Season of the Witch

(H.P. Lovecraft's Dreamlands)¹⁰

by Richard T. Launius

Summary: The investigators are hired to investigate a grave robbery in Arkham and discover a revenge

plot born in the earliest days of Arkham and carried forth from the Dreamlands.

Locations: Arkham, the Dreamlands

Entities: Ghouls; in the Dreamlands Men from Leng, Moon Beasts, the Loathly Horror, reanimated corpses, Wamps, a caprine familiar, a deathless witch, potentially a dozen Gugs

Tomes: Notes about consulting *Thaumaturgical Prodigies in the New England Canaan*

Notes: This scenario draws inspiration from "Dreams in the Witch House". Written before *Arkham Unveiled*, this scenario contradicts various specific about Arkham, both individuals and locations.

Senior Project

(Ramblings of a Twisted Muse)

by Robert Hobart and Phil Thompson

Summary: Former Miskatonic University students and foes of the Mythos mistakenly believe (thanks to Nyarlathotep) that they have uncovered a method to create a limitless source of power but are in fact soon to unleash a seed of Azathoth (and the apocalypse) upon the world.

Locations: Arkham, Edgewood Maine

Entities: A Yithian, a Dimensional Shambler, Tick-Tock Man

Tomes: None

Notes: Set in 1933, the investigators are researching a group of former investigators, several of whom are either dead or permanently hospitalized. Six pre-generated characters are provided.

Spare the Rod

(More Adventures in Arkham Country)

by Adam Gauntlett

Summary: The investigators are hired to conduct research into several of Arkham's darker legends, including the cursed Colonial school teacher, Christopher Seaton. Unfortunately that legend proves to be quite true, leading the investigators into a race against time to stop not only the undying Seaton from killing more of Arkham's children, but to make sure Seaton's body cannot be possessed by his malevolent occult patron Goody Fowler.

Locations: Arkham

Entities: Ghouls, a Nightgaunt, Goody Fowler's ghost, an undying school teacher

Tomes: Goodie Fowler's Grimoire

Notes: Includes a map of Goody Fowler's cottage

¹⁰ In every edition except for the 4th aka *The Complete Dreamlands*.

Time and the Serpent †

(Dwellers in Shadow)

by David Pauwels

Summary: The search for a missing Miskatonic University professor leads to his laboratory in Chicago as well as points in the past and future.

Locations: Arkham, Chicago, the Past, the Future

Entities: An Allosaurus, Serpent Men, “mutant zombies”

Tomes: None

Notes: Very little of the scenario occurs in Arkham; after some preliminary research, the investigators journey to Chicago and points beyond.

Trail of Yig

(Tales of the Miskatonic Valley)

by Eric and Keith Herber

Summary: The death of a psychic after handling an accursed object leads investigators to the hidden spawn of Yig near Dunwich.

Locations: Arkham, Dunwich

Entities: The Thing in the Basement, Bootleggers, the Cursed of Yig, Children of Yig, assorted snakes, the Yig-Spawn

Tomes: *The Necronomicon* (consultation only), *True Magick*

Notes: The scenario was co-written by Keith Herber and his son Eric.

Wasted Youth

(New Tales of the Miskatonic Valley)

by Christopher Smith Adair

Summary: A schoolboy under the malign influence of a Hyperborean magician infects others with his spoor and attempts to lure them to their doom to resurrect his unknown master.

Locations: Arkham, the countryside west of Arkham (likely Billington’s Woods)

Entities: “A Hyperborean nightmare creature”, Deranged Boy Scouts, a resurrected sorcerer, bits of Formless Spawn

Tomes: None

Notes: The finale can be moved closer (or even in) to Dunwich as desired. A scenario that will challenge investigators due to the youth of its antagonists; the guaranteed death of at least two children might be highly disturbing to some.

We Have Met the Enemy

(Mortal Coils)

by Rebecca Strong

Summary: An investigator is sent their uncle Freddy’s diary, who is very recently deceased. Uncle Freddy, a professor of comparative religion at Miskatonic University had fallen afoul of a surviving Thuggee cult. It is left to the investigators to complete their uncle’s work to destroy the Gate of Kali, involving not only exhuming Freddy’s corpse but also a human sacrifice.

Locations: Arkham

Entities: Thuggee cultists

Tomes: *Uncle Freddy’s Diary*, *Nameless Cults*, *The Cult of Kali in the Twentieth Century*

Notes: One of Uncle Freddy’s books is *Sons of Death*, by Jackson Elias.

What Goes Around (PDF)

(The Unbound Book #0)

by Marcus Bone

Summary: An explosion levels Haywright’s Fine Jewelry; the investigators who are the first to arrive on the scene and encounter a supernatural beast emerging from the smoldering ruins. The fire was arson, as part of a murder, and the creature is a supernatural entity unknowingly tasked to bring the murderers to justice, in this case, the victim’s husband. The investigators probably attempt to stop the creature to protect the innocent (and the less so, perhaps).

Locations: Arkham

Entities: Son of Veles – a relentless lupine creature of Russian folklore

Tomes: None

Notes: A non-Mythos scenario.

Whispers from the Abyss †

(Whispers from the Abyss and Other Tales)

by Tom Bailey

Summary: The Investigators are asked to participate in a joint expedition from Miskatonic University and Oxford University, which aims to establish a scholarly explanation behind the disappearance of the Roanoke colony. While the expedition spends some time in Arkham outfitting and researching, the majority of the scenario involves the trip to the island.

Locations: Arkham, Roanoke Island Virginia

Entities: Croaton -- the insubstantial creature from the void, which haunts Roanoke Island whispering disturbing things to visitors causing their sanity to erode.

Tomes: None

Notes: This scenario is almost entirely investigative: players get to research the background to the disappearance of England's first American colony and excavate its remains, but the insubstantial nature of the supernatural influence precludes direct confrontation.

Whispers Out of Mind

(Dwellers in Shadow)

by Sam Johnson

Summary: A horrible entity from another dimension is attempting to break into our world with the help of a human cult. The investigators try to thwart its machinations all while challenged to tell friend from foe due to the entity's power to control and corrupt human minds.

Locations: Arkham

Entities: Cult thugs, a cult wizard, the Alien Overmind, Overmind Drones, confused Ghouls

Tomes: None, though there is an inscribed jewel

Notes: The scenario begins *in media res*, as the investigators raid a cult hideout with the aid of plot-essential NPC.

With Malice Aforethought

(Adventures in Arkham Country)

by Christian Lehman

Summary: The investigators are drawn to Arkham Sanitarium by a call requesting they relocate a loved one due to an urgent situation at the facility. This leads them to discover a mass escape from Sanitarium and a plot to unleash a malevolent inhuman sorcerer from the Dreamlands. Stopping this unfortunately lands the investigators on trial for murder, and concludes with them battling for their lives against the sorcerer and his summoned supernatural assassins.

Locations: Arkham

Entities: A malevolent sorcerer, "the Fury", "the Man in Black", "Dutch"

Tomes: *Daemonagraphia*, *The Synarchobiblaron*

Notes: One of only a few Dreamlands-connected scenarios set in Lovecraft Country. Includes a detailed map of the sanitarium and information on the Misqat Indians who once lived on the land that became Arkham.



Other Eras

Arkham has been the setting for scenarios outside of the 'Classic' era; Chaosium even published *Arkham Now* in 2009, a guide to modern Arkham. There have also been a smaller number of scenarios in other eras as well. Sixtystone Press is also developing the "Colonial Cthulhu" setting, which features Lovecraft country circa 1750. As of printing, that campaign setting has not yet been released.

City Under the Sea† (M); *Cthulhu Now*

The Devil's Children (1690s and M)

Enter the Gaijin (M), *Halloween Horror 2* {monograph}

Fellowship of the Witching Hour (1940s) {monograph}

I Did What the Virgin Asked (M); *Arkham Now*

The Last Trial (1730s) {monograph}

Lethal Legacy (M), *Last Rites*

The Lock-in (M), *Dead Leaves Fall* {monograph}

Lonely Hearts (Taste Great) (M), *Arkham Now*

Lost in a Book (M); *Arkham Now*

The Past is Doomed (M), {PDF, available at the [Cthulhu Reborn](#) website}

Reanimator (aka Herbert West, M.D.) (M), *The Dreaming Prince*

Reborn to Die (M), *Toying with Humans* {monograph}

A Resection of Time (M)

Silent Night (M), *Christmas in Kingsport* {monograph}



Arkham has many old houses, including this fine example of Colonial architecture, the Old Mathewson House, at 297 South Parsonage Street, near the First Baptist Church. Built in 1690, it is one of oldest private homes in Arkham. Purchased by Dr. Christopher Burrige (a descendant of Japheth Mathewson who originally built the home) in 1902, it has been carefully restored to its Colonial glory. Tours are available by appointment with Dr. Burrige through the Arkham Historical Society.